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Volume 33

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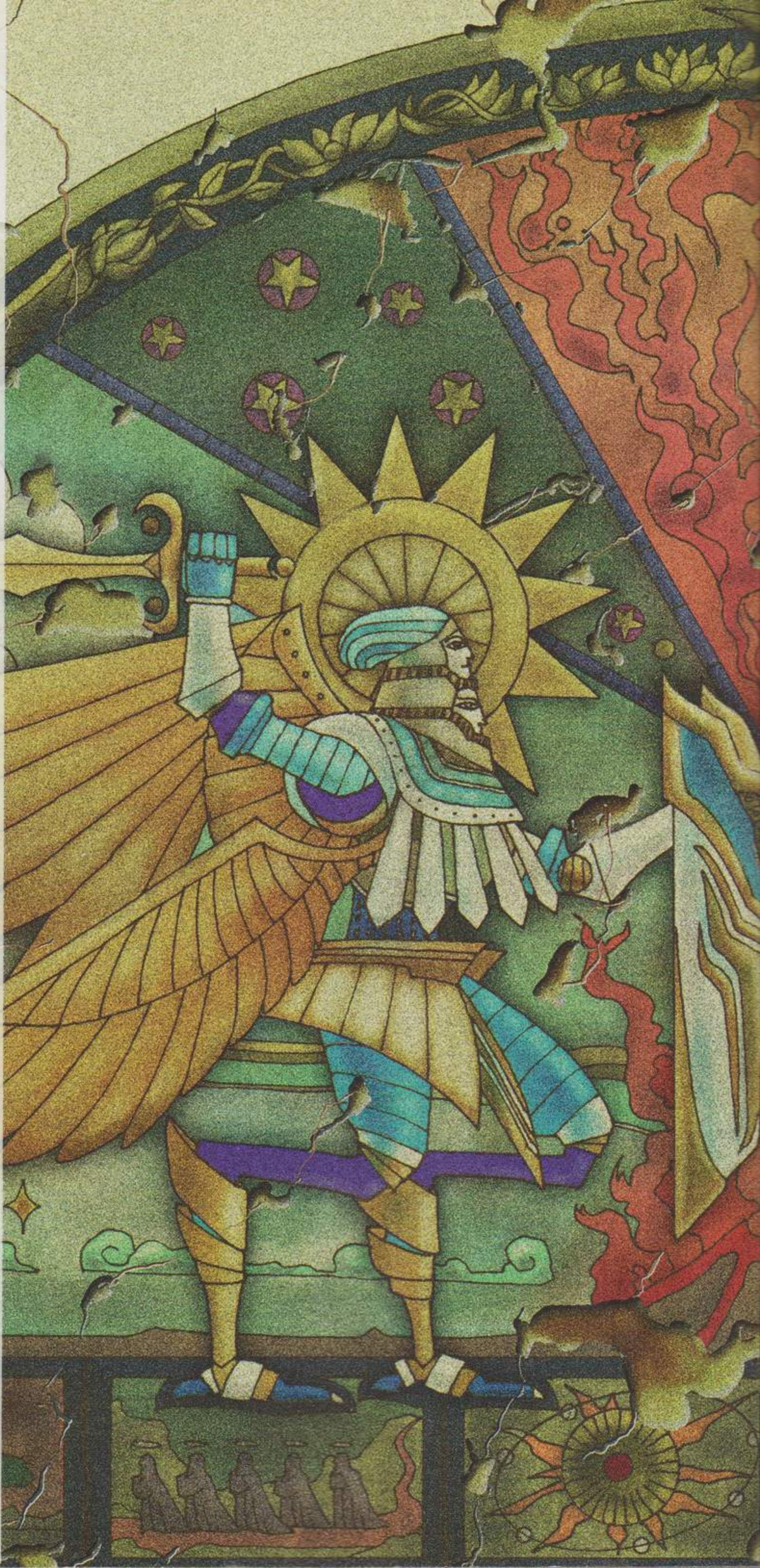

GRANDIA II™

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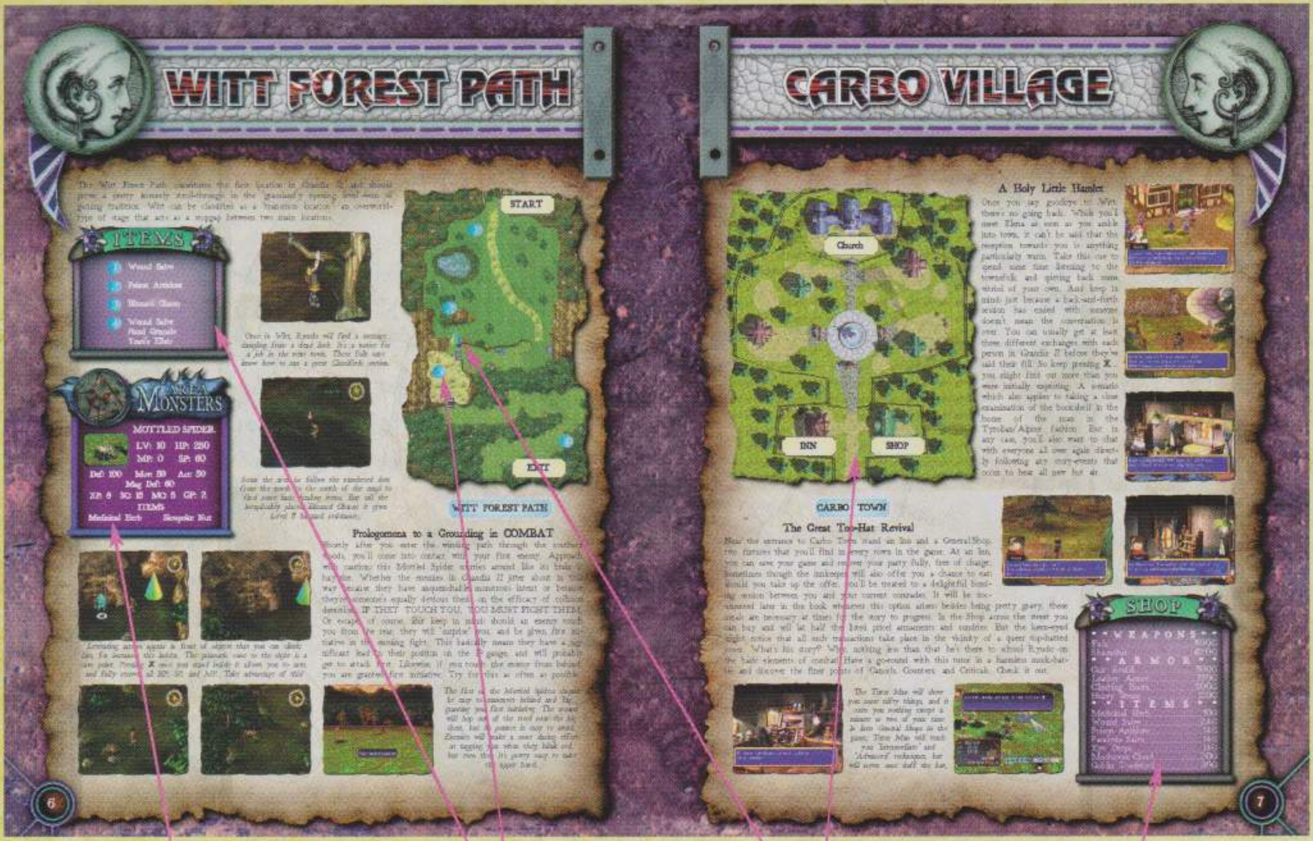
HOW TO USE THIS BOOK

Welcome to the Versus Books *Grandia II Perfect Guide*! This book is the ultimate supplement to your *Grandia II* experience: besides containing a copious amount of beautiful artwork (done by renowned manga artist and character designer Youshi Kanoe), this Perfect Guide also gives you the lowdown on every section of what turns out to be a very lengthy quest, all presented in an easy-to-follow walkthrough format. As such, the walkthrough section itself represents the largest portion of the book, with each location given its own clearly demarcated set of pages. But it doesn't end there: directly following this portion lies an Appendices section giving full statistics on every item, move, and spell in the game.

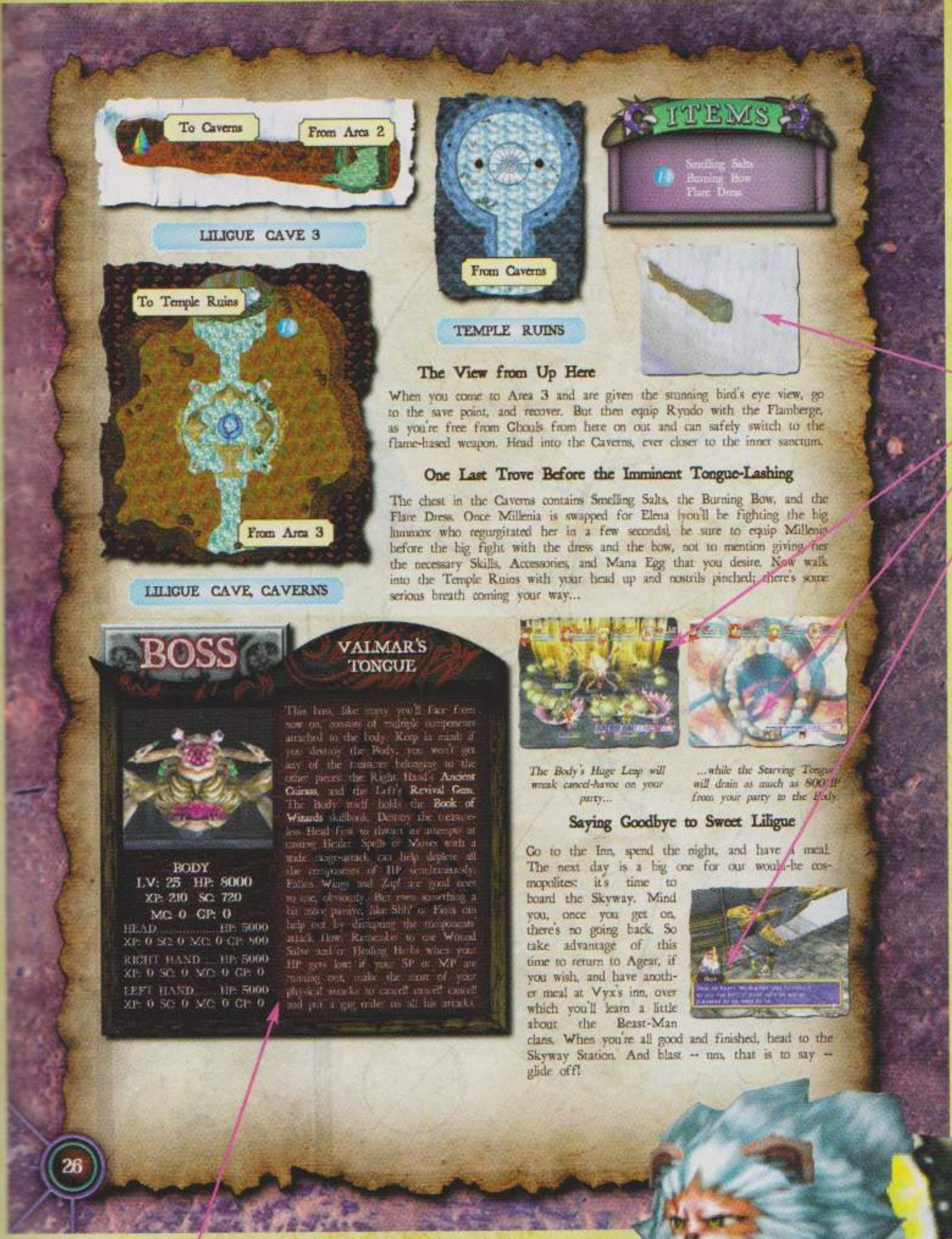


Monster Boxes containing enemy stats are provided at the beginning of the section for each location. It's an easy-to-reference enclosure containing a thumbnail image of the monster, plus its vitals: HP/MP/SP, besides useful info like Defense and Action ratings. Also listed is what you stand to take away from each fight: namely, the amount of XP/SC/MC/GP, not to mention the regular and rare items the monster carries.

The Item Boxes give you a run-down on all of the treasure you'll find in the areas mapped out on that page. Every map contains blue numbered dots that mark the location of either a chest or an item that's simply laying on the ground, and correspond to the piece of treasure that's listed by the same number in the Item Box enclosure. Pay attention to this, and you'll be able to find every item in the game, guaranteed.

Each section of the walkthrough contains all of the maps you'll need to navigate the area. They're taken directly from GameArts's actual environment models from the game, so you *know* they're accurate. Besides sporting clearly marked entrances, exits, and notable landmarks, the maps also mark the areas where you'll find save points, ladders, action spots, and traps. Nothing should catch you unaware.

Every town contains two sure things: an Inn where you can save, and a Shop where you can sell your old wares and purchase new ones. Look for this Shop Box (similar in design to Item Boxes) at the beginning of each town section to find out what, exactly, is available. Listings for Weapons, Armor (which includes Accessories, those helpful items that can boost one or more of your abilities), and Items all appear.



LILIGUE CAVE 3

TEMPLE RUINS

LILIGUE CAVE, CAVERNS

ITEMS

14
Smelling Salts
Burning Bow
Flare Dress

The View from Up Here

When you come to Area 3 and are given the stunning bird's eye view, go to the save point, and recover. But then equip Ryudo with the Flamberge, as you're free from Ghouls from here on out and can safely switch to the flame-based weapon. Head into the Caverns, ever closer to the inner sanctum.

One Last Trove Before the Imminent Tongue-Lashing

The chest in the Caverns contains Smelling Salts, the Burning Bow, and the Flare Dress. Once Millenia is swapped for Elena (you'll be fighting the big lummox who regurgitated her in a few seconds), be sure to equip Millenia before the big fight with the dress and the bow, not to mention giving her the necessary Skills, Accessories, and Mana Egg that you desire. Now walk into the Temple Ruins with your head up and nostrils pinched; there's some serious breath coming your way...

BOSS

VALMAR'S TONGUE

BODY
LV: 25 HP: 8000
XP: 210 SC: 720
MC: 0 GP: 0

HEAD.......................HP: 5000
XP: 0 SC: 0 MC: 0 GP: 800

RIGHT HAND.........HP: 5000
XP: 0 SC: 0 MC: 0 GP: 0

LEFT HAND..........HP: 5000
XP: 0 SC: 0 MC: 0 GP: 0

This boss, like many you'll face from now on, consists of multiple components attached to the body. Keep in mind: if you destroy the Body, you won't get any of the treasures belonging to the other pieces: the Right Hand's **Ancient Cuirass**, and the Left's **Revival Gem**. The Body itself holds the **Book of Wizards** skillbook. Destroy the treasureless Head first to thwart its attempts at casting Healer. Spells or Moves with a wide range-attack can help deplete all the components of HP simultaneously: Fallen Wings and Zap! are good ones to use, obviously. But even something a bit more passive, like Shh! or Flinch can help out by disrupting the components' attack flow. Remember to use Wound Salve and/or Healing Herbs when your HP gets low; if your SP or MP are running out, make the most of your physical attacks to cancel! cancel! cancel! and put a gag order on all his attacks.

The Body's Huge Leap will wreak cancel-havoc on your party...

...while the Starving Tongue will drain as much as 800 HP from your party to the Body.

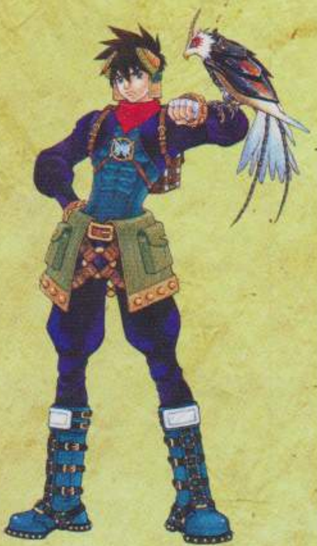
Saying Goodbye to Sweet Liligue

Go to the Inn, spend the night, and have a meal. The next day is a big one for our would-be cosmopolites: it's time to board the Skyway. Mind you, once you get on, there's no going back. So take advantage of this time to return to Agear, if you wish, and have another meal at Vyx's inn, over which you'll learn a little about the Beast-Man clans. When you're all good and finished, head to the Skyway Station. And blast -- um, that is to say -- glide off!

You'll find screenshots on every page right next to the portions of text to which they correspond. Because of *Grandia II*'s rotational overhead viewpoint, it's easy to lose your bearings at times with exactly what direction you intended to head in; at other times, you'll finish a drawn-out battle only to return to the overhead screen and be left wondering, "Um, which... direction was... um... I... nnnhhh..." At moments like this, it's nice to look at a screenshot or two as a point of reference. Furthermore, it almost goes without saying, but not so much so that I'm going to avoid saying it here, that shots can be really illustrative in showing you exactly what to do during a particular puzzle, exactly where to push the lever, exactly where the jump point is, et cetera. And of course, if it's mentioned in the text that such-and-such an attack by such-and-such a boss will wipe you out, a nice screenshot will really drive the fact home. Such is the power of the image.

Boss Boxes contain all the information you'll need to make your encounters with *Grandia II*'s most powerful foes run as smoothly as possible. Inside you'll get a rundown on all relevant stats for the main beast, along with an HP and XP/SC/MC/GP count for any supplementary components or creatures that may also be attacking. To the right is the strategy portion, which will guide you through the fight step by step.

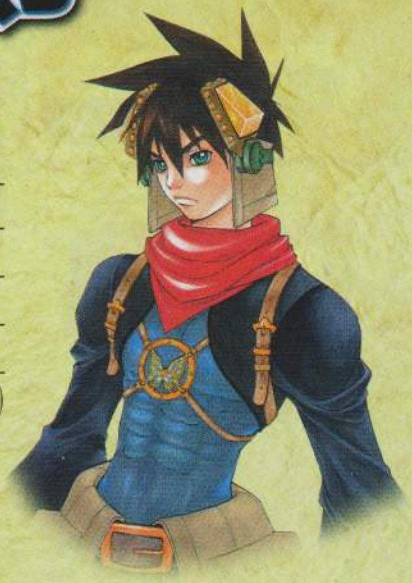
CHARACTERS

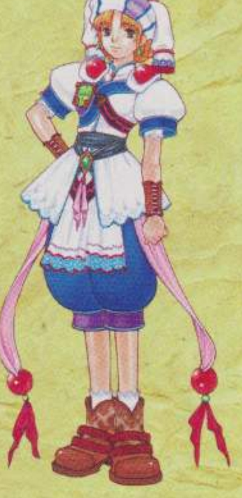


Ryudo

Human
17 Years Old
176 cm
64 kg

Sarcastic, snide, and irreverent, Ryudo works as a Geohound, a hired hand for situations requiring perhaps a bit more bravery (or brazenness) than the paying client can muster. Mounted on Ryudo's shoulder at all times sits Skye, his avian best friend who's never reluctant to give advice.

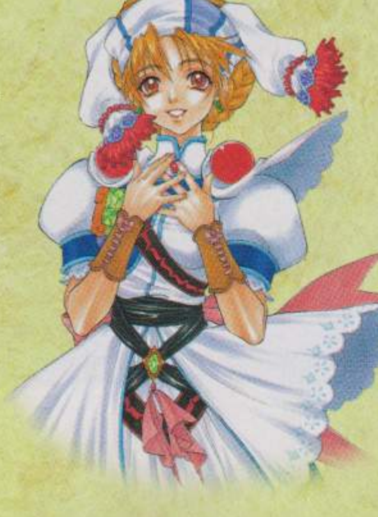


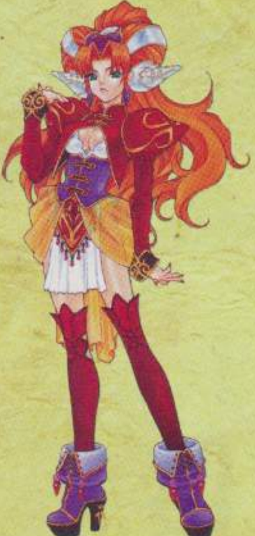


Elena

Human
17 Years Old
158 cm
45 kg

Elena sings the songs of praise and devotion for the god Granas in a small town. As devout and timid as Ryudo is blasphemous and bombastic, Elena even belongs to a sisterhood of the good god... but her world-view takes on shades beyond black and white as the quest begins.

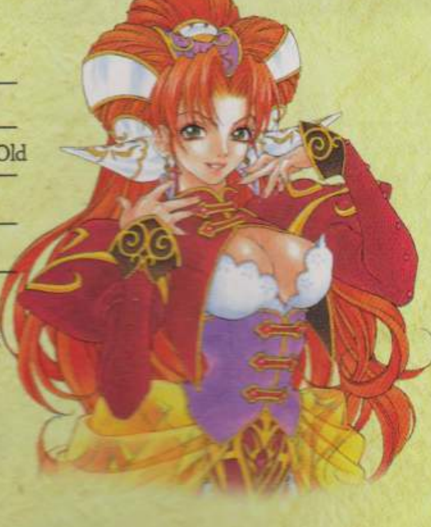




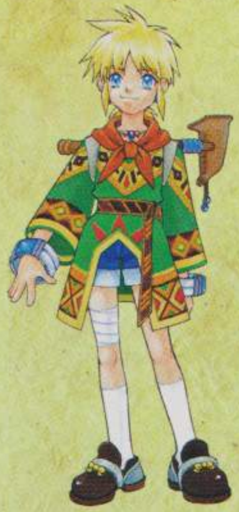
Millenia

Valmar's Wings
Appears as 17 Years Old
163 cm
45 kg

Millenia enters the scene with a bang, and continues to make fireworks with each subsequent appearance. She has an extraordinary crush on Ryudo, and likewise harbors an intensely-felt sense of rivalry for Elena. Fighting enemies with a near-sadistic glee, Millenia never relents.



CHARACTERS



Roan

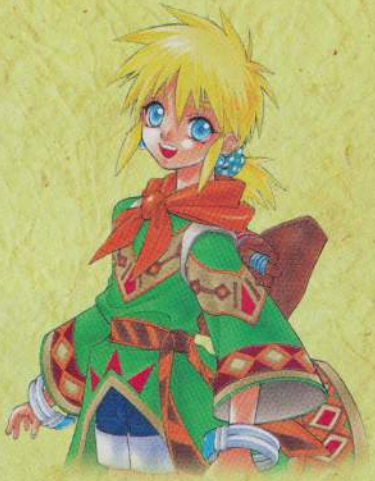
Human

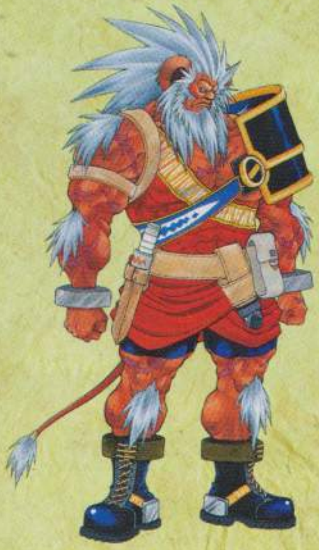
13 Years Old

145 cm

37 kg

Roan's involvement in the quest at hand starts with nothing more beyond finding a lost family memento. Yet as this bright-eyed lad's role widens in scope, the implications of his actions will go on to influence entire generations of the world's people.





Mareg

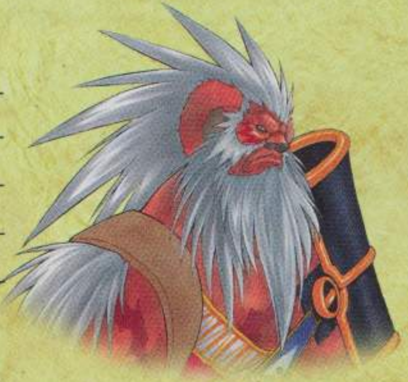
Beast-Man

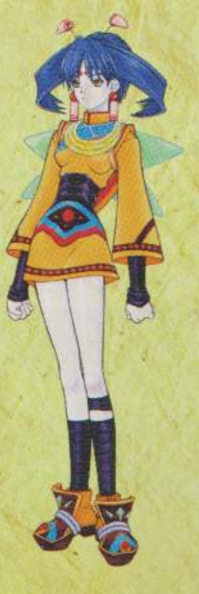
Late 30's

193 cm

113 kg

An introspective behemoth whose keenness for aphorisms is rivaled only by his powerful sense of smell, Mareg proves the perfect companion for Ryudo. His prowess in combat cannot go unremarked, but whether this stems from bulk, skill, or clarity of mind stands as a mystery.





Tio

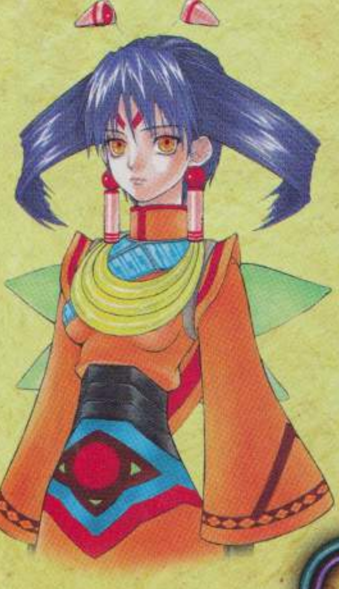
Automaton

Resembles an Older Teen

153 cm

41 kg

Tio's sad history is apparent from the moment she speaks her first words. Joining Ryudo and company requires her to overcome the hurdle of living a life without a past. But Mareg will take it upon himself to disprove the notion that within Tio there lies a soul without a heart.



WITT FOREST PATH

The Witt Forest Path constitutes the first location in *Grandia II*, and should prove a pretty leisurely stroll-through in the "grassland'y opening level"-vein of gaming tradition. Witt can be classified as a "transition location": an overworld-type of stage that acts as a stopgap between two main locations.

ITEMS

1. Wound Salve
2. Poison Antidote
3. Blizzard Charm
4. Wound Salve
   Hand Grenade
   Yomi's Elixir

AREA MONSTERS

MOTTLED SPIDER

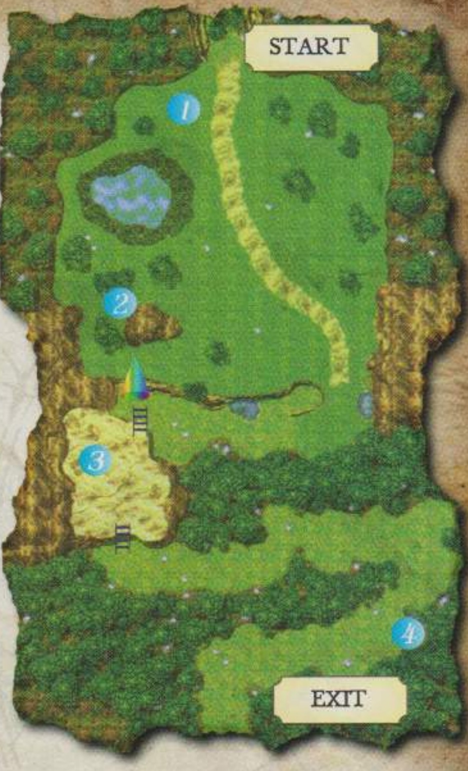
LV: 10 HP: 250
MP: 0 SP: 60
Def: 100 Mov: 59 Act: 50
Mag Def: 60
XP: 8 SC: 15 MC: 5 GP: 2

ITEMS

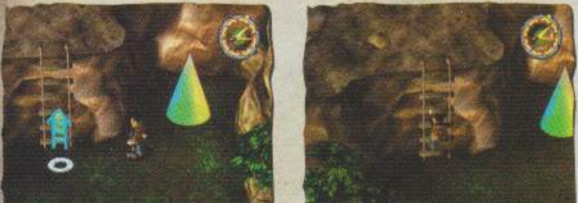
Medicinal Herb Slowpoke Nut

Once in Witt, Ryudo will find a message dangling from a dead limb. It's a notice for a job in the next town. These folk sure know how to run a great Classifieds section.

Scour the area (or follow the numbered dots from the north to the south of the map) to find some basic healing items. But sell the inexplicably placed Blizzard Charm: it gives Level 5 blizzard resistance.



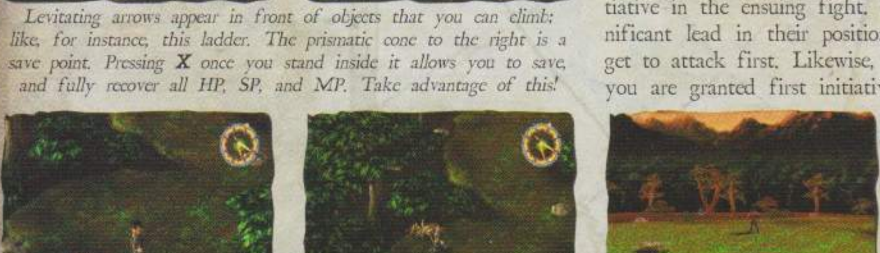
WITT FOREST PATH



*Levitating arrows appear in front of objects that you can climb: like, for instance, this ladder. The prismatic cone to the right is a save point. Pressing **X** once you stand inside it allows you to save, and fully recover all HP, SP, and MP. Take advantage of this!*

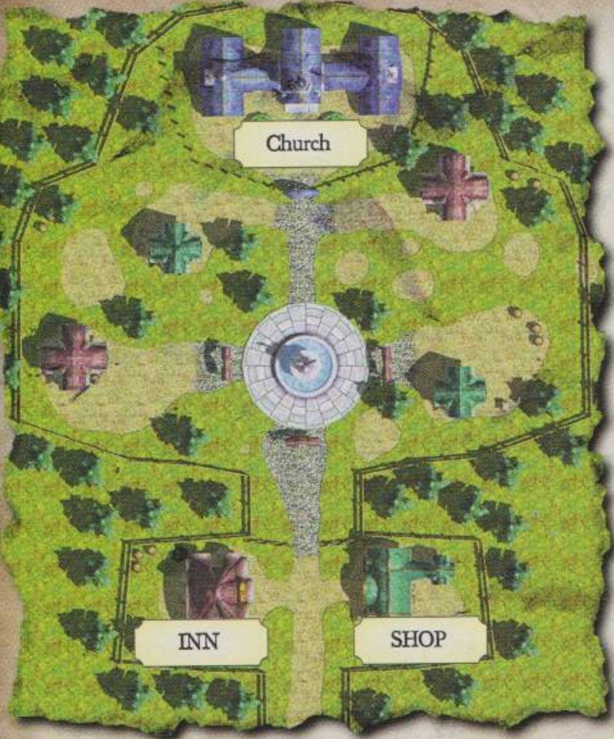
Prologomena to a Grounding in COMBAT

Shortly after you enter the winding path through the southern woods, you'll come into contact with your first enemy. Approach with caution: this Mottled Spider scurries around like its brain is haywire. Whether the enemies in *Grandia II* jitter about in this way because they have unquenchable monstrous intent or because they're someone's equally devious thesis on the efficacy of collision detection, IF THEY TOUCH YOU, YOU MUST FIGHT THEM. Or escape, of course. But keep in mind: should an enemy touch you from the rear, they will "surprise" you, and be given first initiative in the ensuing fight. This basically means they have a significant lead in their position on the IP gauge, and will probably get to attack first. Likewise, if *you* touch *the enemy* from behind, you are granted first initiative. Try for this as often as possible.



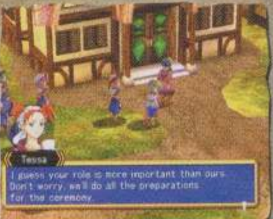
The first of the Mottled Spiders should be easy to maneuver behind and "tag," granting you first initiative. The second will hop out of the trees near the big chest, but its pounce is easy to avoid. Enemies will make a more daring effort at tagging you when they blink red, but even then it's pretty easy to take the upper hand.

CARBO VILLAGE

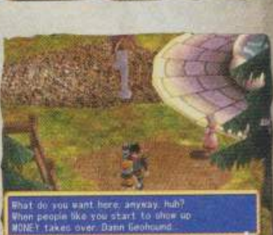


A Holy Little Hamlet

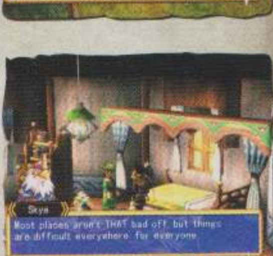
Once you say goodbye to Witt, there's no going back. While you'll meet Elena as soon as you amble into town, it can't be said that the reception towards you is anything particularly warm. Take this cue to spend some time listening to the townsfolk and spitting back some vitriol of your own. And keep in mind: just because a back-and-forth session has ended with someone doesn't mean the conversation is over. You can usually get at least three different exchanges with each person in *Grandia II* before they've said their fill. So keep pressing **X**... you might find out more than you were initially expecting. A scenario which also applies to taking a close examination of the bookshelf in the home of the man in the Tyrolian/Alpine fashion. But in any case, you'll also want to chat with everyone all over again directly following any story-events that occur to hear all new hot air.



I guess your role is more important than ours. Don't worry, we'll do all the preparations for the ceremony.



What do you want here, anyway, huh? When people like you start to show up MONEY takes over. Damn Geohound...

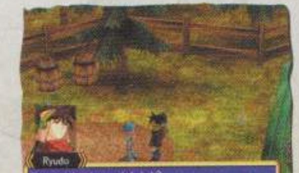


Most places aren't THAT bad off, but things are difficult everywhere for everyone.

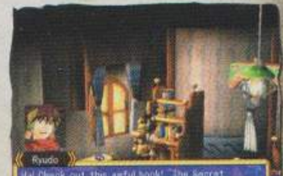
CARBO TOWN

The Great Top-Hat Revival

Near the entrance to Carbo Town stand an Inn and a General Shop, two fixtures that you'll find in every town in the game. At an Inn, you can save your game and recover your party fully, free of charge. Sometimes though the innkeeper will also offer you a chance to eat: should you take up the offer, you'll be treated to a delightful bonding session between you and your current comrades. It will be documented later in the book whenever this option arises: besides being pretty gravy, these meals are necessary at times for the story to progress. In the Shop across the street you can buy and sell (at half the listed price) armaments and sundries. But the keen-eyed might notice that all such transactions take place in the vicinity of a queer top-hatted josser. What's his story? Why, nothing less than that he's there to school Ryudo on the basic elements of combat! Have a go-round with this tutor in a harmless mock-battle and discover the finer points of Cancels, Counters, and Criticals. Check it out.



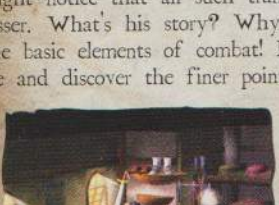
You get beat up a lot, huh? [cough]wuss[cough] So, the other Sisters don't care?



Ha! Check out this awful book! "The Secret to a Long and Passionate Marriage."

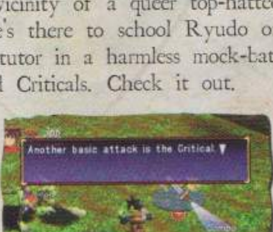
SHOP

WEAPONS	
Falx	500G
Shamshir	620G
ARMOR	
Cuir Bouilli	500G
Leather Armor	750G
Climbing Boots	200G
Heavy Stone	120G
ITEMS	
Medicinal Herb	10G
Wound Salve	24G
Poison Antidote	14G
Paralysis Salve	14G
Eye Drops	14G
Mushroom Cloud	20G
Goblin Toadstool	30G



Is there something you want to know about combat?

The Tutor Man will show you some nifty things, and it costs you nothing except a minute or two of your time. In later General Shops in the game, Tutor Man will teach you "Intermediate" and "Advanced" techniques, but will never once doff the hat.



Another basic attack is the Critical.

A Brief Word on Rotation

Now may be the time to ask yourself the question: have I gone to the Config menu and changed the screen rotation direction designated to the **L1** and **R1** buttons? And if not, am I happy? Allow me to explain my own case while you keep in mind the fact that I am unable to plumb too deep into your own soul. If you place your right hand on the right edge of a real-world object and then pull towards yourself (corresponding then to the game screen, were you to pull the **R1** button), the object would rotate clockwise. Not counter-clockwise. Yet this rearrangement of physical sense, this scheme that would have you believe your left hand were grafted to your right wrist and vice-versa, this is the default setting for screen rotation. And this defies logic! Keep continuity with your physical laws, and switch the screen rotation to the other mode. Unless you, um, *like it* this way. And, of course, are pretending to be "swivelling" a camera.

Oh, I'm so disappointed there is no mass today at church. Now I won't hear that Songstress' beautiful voice today.

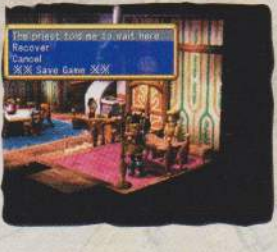
Elena
Ohhh...
I should have known that I needed more practice. I would have practiced more...

Ryudo
Excuses and women are equally tiring.

Carius
As I said earlier, I will come for you when I have finished talking to your companion.

Going to Granas's House

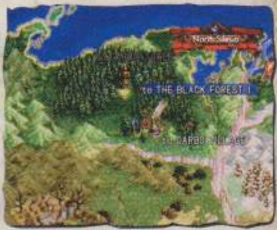
After you've finished talking to the locals, head up to the church: it's time to accept the commission for work. Once you step inside you'll be privy to a brief event, and meet **Elena**, a Songstress of Granas. After a moment, the two of you will be joined by **Carius**, the priest of Carbo. Carius is undoubtedly the most accommodating person you'll meet in this town, but of course, that's because he's got a favor to ask of you. Listen closely, then do what he tells you: head to the Inn. (Unfortunately there's not much to the Church to explore while you're here... you only have access to the sanctuarea; there's no monkeying around with the sacristy.) Once at the Inn, sidle up to the innkeeper and have a chat. You'll see that your have the option of telling him that the priest told you to wait. Select this, and you can have a rest before being visited by Carius. He'll give you further details at this point as to the direction of your mission.


The priest told me to wait here...
Recover
Cancel
※※ Save Game ※※

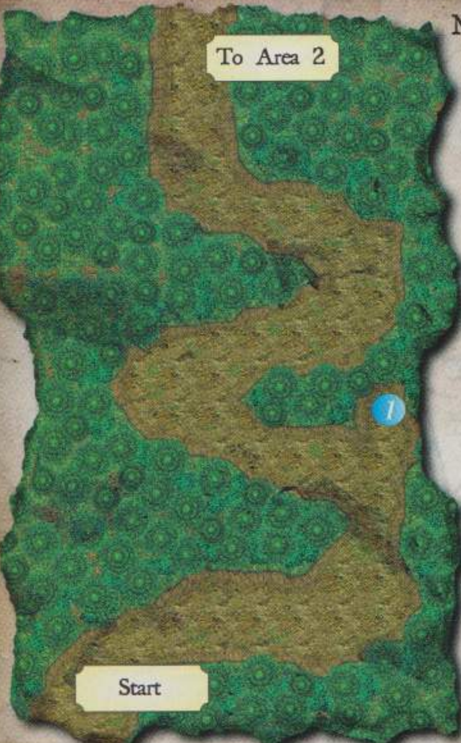
Elena dear, did you take everything you need? Your hanky... a sweater... extra set of underwear...?

You've Got the Money; She's Got the Soul

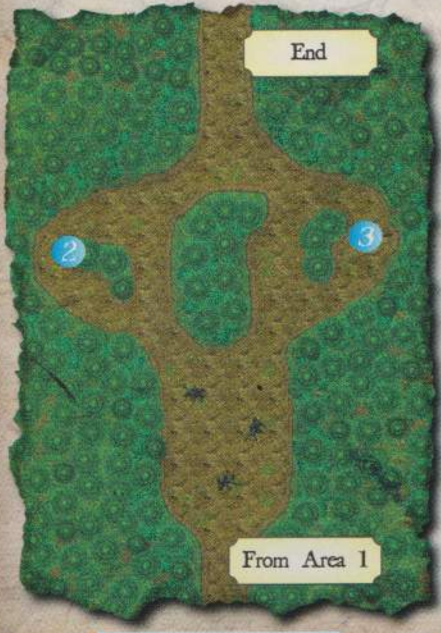
Do you really need to stock up on supplies before you head off to the Black Forest? At this point you're just a bowdlerized escort service, after all. Right? Nothing too difficult... Well, it might be a good idea to take at least a few Medicinal Herbs along. You don't have to go overboard on these purchases though: you'll find literal troves of this stuff further in your journey. Needless to say you don't have enough money for any of the fancy weapons just yet... don't bother. Save up for the goods in the next town instead.



BLACK FOREST



BLACK FOREST 1



BLACK FOREST 2

Nothing to Be Scared Of, Elena

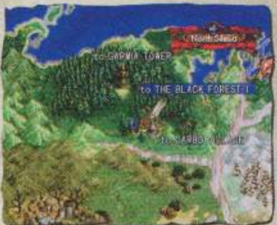
The Black Forest is another transition area like Witt Forest Path. While Witt never appears on the map screen, the Black Forest does, and must be traversed before you have access to your destination at Garmia Tower. But note that this will be your only chance to visit these areas; once you've come, seen, and conquered the forest and the tower, you'll be unable to return. So fend off the Dodos that will ambush you in both areas (piece of cake) and pick up the items while you're still able.

Ryu– Mr. Ryudo! There's something ahead!

Just because Elena's along for the ride here doesn't mean she's going to lift a finger to help fight. The first ambush comes in Area 1 near the bend past the Medicinal Herb...

...the second takes place as you approach the ragged tree in the center of Area 2. It isn't hard to send these Dodos back to extinction.

to NORTH SILESIA



After passing through the exit of a transition area and therefore unlocking access to the other place on the map (Garmia Tower here), you never have to return to the transition place again when traversing between locations.

ITEMS

1. Medicinal Herb
2. 50G
3. Myriad Power Nut

AREA MONSTERS

DODO

LV: 10 HP: 230
MP: 0 SP: 0
Def: 110 Mov: 94 Act: 55
Mag Def: 132
XP: 6 SC: 10 MC: 8 GP: 7

ITEMS

Medicinal Herb
Healing Herb

GARMIA TOWER

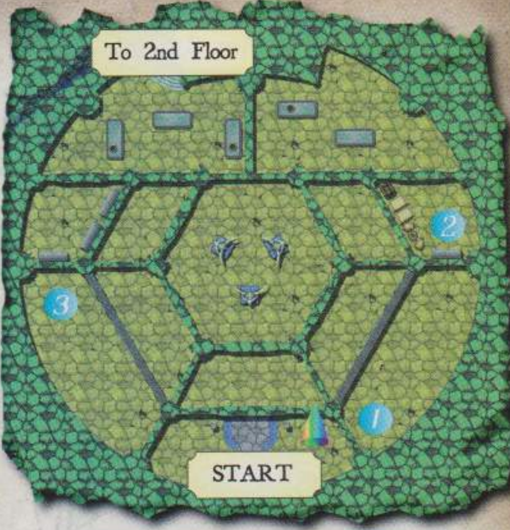
The Gravely Blessed Tower

Everything seems relatively calm and sedate when Ryudo and Elena show up for the exorcism... but don't they *always* seem to start off that way? It's so true. But soon enough, with the sound of an interior shriek, it becomes clear to Ryudo that it's time to quit paradoxically chillin' by the campfire and hustle inside. Approach the door and enter. This is your first serious "dungeon excursion," so make use of the save point just past the threshold.

ITEMS

1. Wound Salve
2. Wind Charm
3. Hand Grenade
4. 50G
5. 150G
6. Wound Salve

Ryudo
So, I take it youre the ones who've been waiting for her Ladyship here



GARMIA TOWER, 1st FLOOR

HP 350
Web Trap

Recover
Save Game

Because of the rafters crossing all over your field of vision, it's easy to accidentally bump into a Mottled Spider or two unawares. Kill all you can for the XP, but instead of using heal items, retrace your steps to the save point and use the recover option as necessary.

AREA MONSTERS

GARGOYLE

LV: 10 HP: 380

MP: 80 SP: 0

Def: 115 Mov: 69 Act: 45

Mag Def: 135

XP: 18 SC: 54 MC: 21 GP: 12

ITEMS

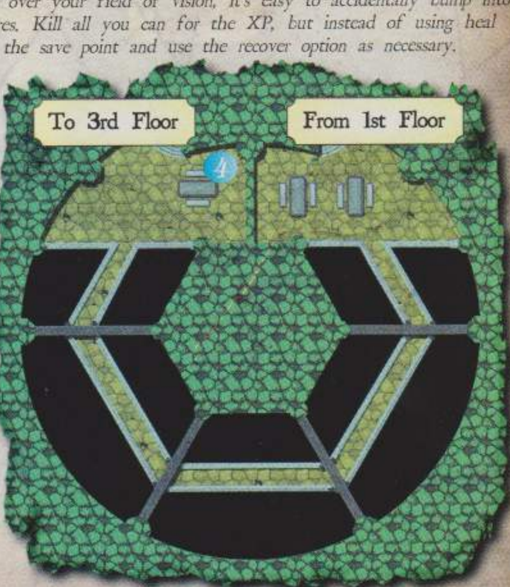
Holy Ashes	Sword of Purity

ALSO APPEARING HERE:
Mottled Spider
(see page 6)

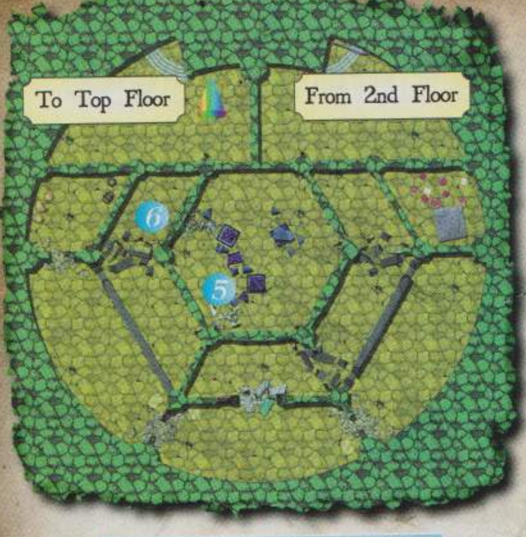
Big chest; small gift.

Treasure for Treasure

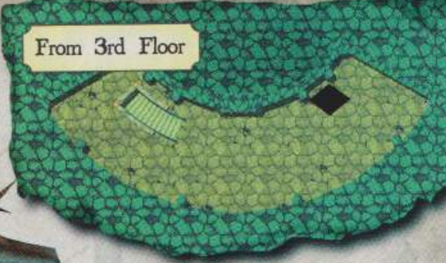
At this point in the game, you'll start to find some caches of gold that will constitute a significant increase in income for our beloved Ryudo. In Garmia Tower alone there's a total of 200GP to be found in addition to the regular paltry sums received after battles. It's worth your while to get all of the items in an area, because even if they strike you as having no discernible value and that you won't use them at all, they can still be sold in town for some fine lucre.



GARMIA TOWER, 2nd FLOOR



GARMIA TOWER, 3rd FLOOR

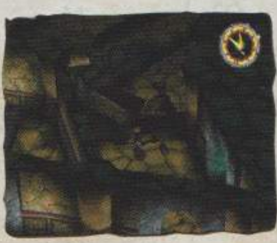


GARMIA TOWER, TOP FLOOR

Gargoyle Flourish

As you've probably figured out by now, the sisters' exorcism has been a raging success. After twisting your way through the tower's ruinous-tortuous third floor (and giving the **L1** and **R1** buttons quite a workout, no doubt), you'll come to a welcome save point near the staircase to the top. Save up and recover, quite obviously. When you emerge upstairs, you'll find two Gargoyles snacking on Tessa. Fighting this pair shouldn't be too hard, but don't feel shy about using an herb for healing (the Gargs have a predilection for casting Howl), nor about tossing the odd Hand Grenade. This should mark the end of all scuffling about in this tower.

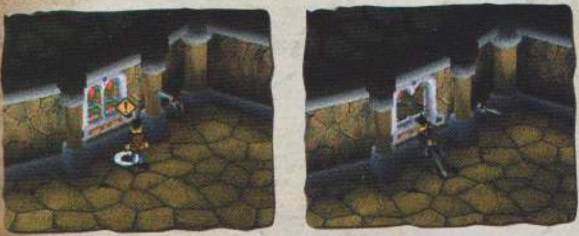
Ryudo
HP 476/476
MP 58/58
SP 80/80
ACTION
Command Input
Combo



There'll be no crossing any of the 3rd Floor's brown piles of barmy rubble.

"!" Is for "ACTION!"

Now that you've slaughtered the Gargoyles, where to go? The door just won't seem to budge, but, wait a minute, what's that you say, Skye? 'The window? The way is in the window?' Skye: loyal avion accomplice; feathered sage; incomparable confidant. Yes, Skye's right. Step up to the stained-glass window where a "!" action icon will appear. Whenever you see one of these in the game, it's a sign to press **X**, 'cause you'll make something happen.



Press ***X*** *at the !'s bidding to smash the window and hop through.*

Post-Millenia'l Tension

A jarring image awaits on the other side of that window, and things become clear to Ryudo that it's time to grab Elena and make a beeline for home. Indeed, as stated earlier, you won't be able to return to Garmia Tower nor the Black Forest from this point onward, but I'm willing to bet that won't cause you any lost sleep. You'll appear directly in Carbo to find that this dire hour has only gotten that much... direr. Walk up to the church to speak to Carius who awaits you at the entrance. When you break the news to him of everything that's happened in the tower, take note of how this doesn't even make Mr. Stoic budge a flinch: this is just how zen he *is*. But as soon as the Granas statue breaks he goes all laser-beam. Cue the entrance of **Millenia**. She's nobody's introvert, and she's willing to fight Ryudo to prove it. When the fight breaks out, nothing you do can help much, as there's no way to defeat her; so just roll with it and let yourself be dominated. Cheers.

Ryudo

Dammit. Such power!

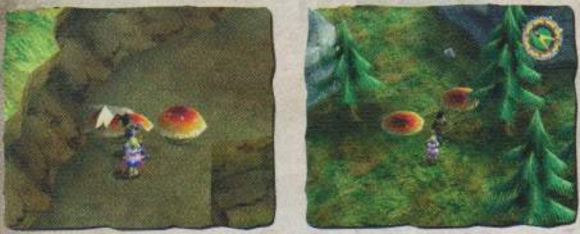
INOR MOUNTAINS

Mushroom Jamboree

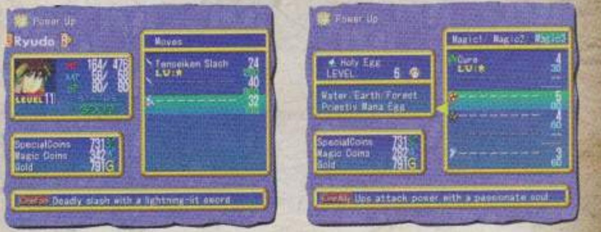
Smell that fresh air... and breathe in those fungal spores! You can chop away at any of the mushrooms in the Inor Mountains. Some may contain treasure, but some may also contain frenetic Crag Snakes. Nonetheless, for the first time, Elena will take up arms and help "contribute" to the fighting. Besides being handy with a staff (which, really, she isn't, because factually speaking, she is weaker than Ryudo), she also brings magic and moves to (specifically, the big-damage Impact Bomb) to the table.

Let's Learn Moves

It's never too early to start powering up your party. By going to the Learn Moves menu you can upgrade Ryudo's moves at this point to include Flying Tenseiken or Purple Lightning, or even unlock Elena's Nightmare Ball. It's probably best to spend your SC on Ryudo though, as Flying Tenseiken is powerful and useful, unlike Elena's Nightmare Ball (merely a glorified version of the Snooze spell).



It's easy to get lost in the forest sprawl, so keep an eye on the compass (or on the map on the next page). Or leave a trail of flattened mushrooms to mark where you've been.



Deadly slash with a lightning-lit sword

Ups attack power with a passionate soul

Look around in the Power Up menu to see what options you have available in terms of new moves and spells that can be unlocked. If you see something you might like but don't have MC/SC, save up!

AREA MONSTERS

CRAG SNAKE

LV: 11 HP: 280
MP: 0 SP: 0
Def: 125 Mov: 99 Act: 76
Mag Def: 53
XP: 12 SC: 24 MC: 20 GP: 27
Strong Vs. Earth Magic

ITEMS
Poison Antidote Snake Earrings

ALSO APPEARING HERE:

Mottled Spider
(see page 6)

Dodo
(see page 9)

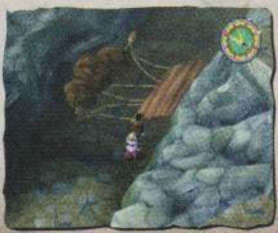
Beware the swooping Dodos on the windy narrow paths once you get up to the mountain. You've got little room for any evasive fancy footwork.

Ryudo
Have you calmed down a bit?
Pay attention next time.

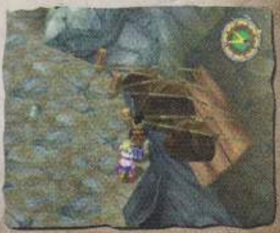
Shortly after arriving in the second area, you'll be treated to a short event where Ryudo and Elena set up camp and chat.

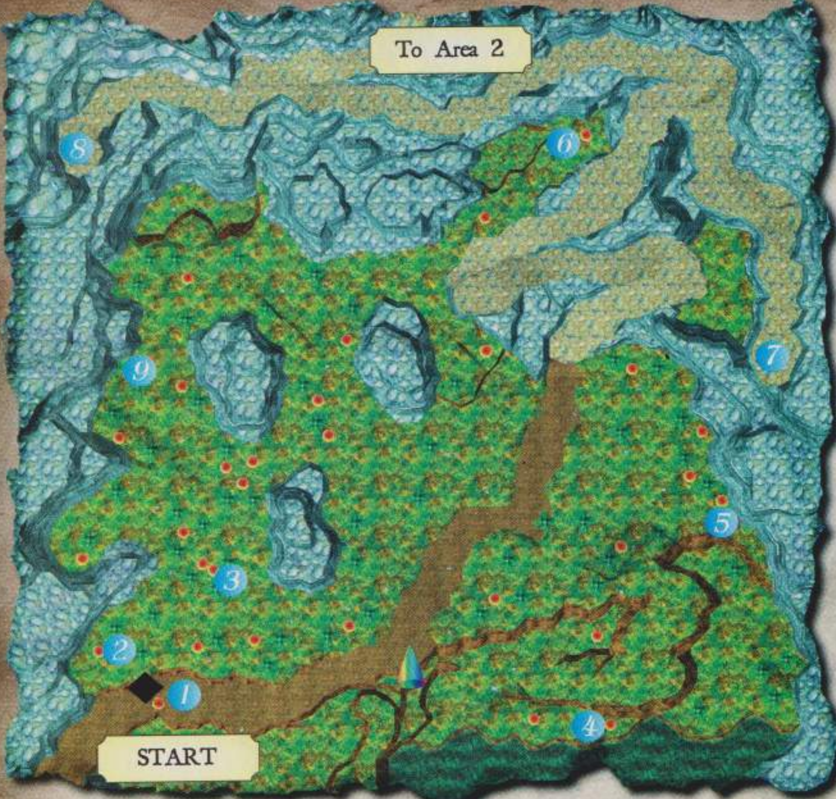
The Tinkle of Mallet on Spike

Take a hint from the first collapsing boulder pile what to do the next time you spot one of these odd storage contraptions further down the path. You'll want to secure it, actually, is what you'll want to do. Didn't know "securing structures" was one of Ryudo's knacks? Granted, it takes a savvy eye to detect that peculiar air about him specific to the casual joiner. But it's all true. If you approach the second bundle and press **X**, Ryudo will "hammer" down the supposed spikes (hear the nail striking?) -- this will prevent them from toppling down when you tread the lower path.

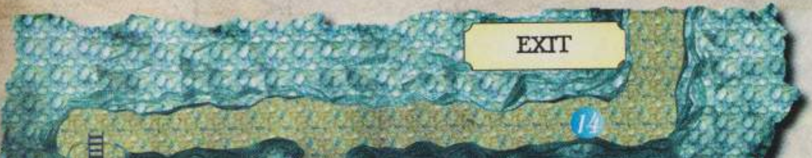


When the rocks spill, take a cue on how to hammer down the nails. There aren't any other "action events" in the game that are this subtle to detect, so you don't have to start trying to hammer at everything you see.





INOR MOUNTAINS 1



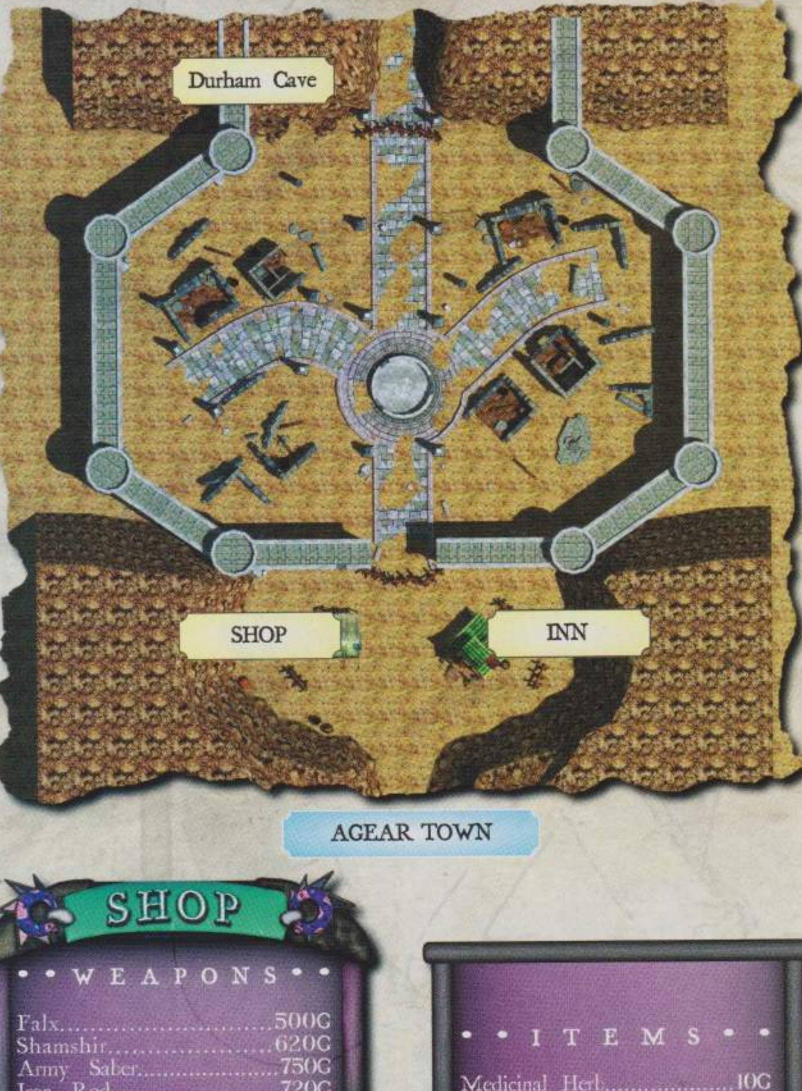
INOR MOUNTAINS 2

ITEMS

1	Muscle Mushroom
2	150G
3	50G
4	Mushroom Cloud
5	50G
6	Goblin Toadstool
7	Poison Antidote
8	150G
9	50G
10	50G
11	Climbing Hat
12	150G
13	Poison Antidote Yomi's Elixir Crystal Brooch
14	50G

Grandia II contains many a lesson on the principles of cause and effect, none of which are subtle. Fight the Dodo here, then push the wooden board out to make the boulder tumble and smash the rocks surrounding the chest. Likewise, fill the hole with the teetering boulder nearby to get the Climbing Hat, a good equip for Elena, who at this point in the game is, factually speaking, very *weak* in her stats. The other large boulder nearby, if pushed, will only reveal a Crag Snake behind the wall. Hitch down the ladder and continue onward, step by step into an ever more uncertain fate!!!!!

AGEAR TOWN



AGEAR TOWN

SHOP

WEAPONS

Falx	500G
Shamshir	620G
Army Saber	750G
Iron Rod	720G

ARMOR

Leather Jacket	650G
Quilted Silk	800G
Leather Armor	750G
Chain Mail	950G
Traveler's Hat	300G
Leather Bandana	350G
Climbing Boots	200G
Heavy Stone	120G
Sleep Charm	250G

ITEMS

Medicinal Herb	10G
Wound Salve	24G
Poison Antidote	14G
Paralysis Salve	14G
Eye Drops	14G
Smelling Salts	20G
Mushroom Cloud	20G
Hand Grenade	30G

If you've read any interviews with Takeshi Miyaji, *Grandia II*'s executive producer, in which he's dropped the name of Akira Kurosawa as an influence, this sweeping establishment-of-scenario panorama is probably the big homage. Agear is lovely in its ruins.

Roan and the Food Goofs

When you talk to the innkeeper Vyx, you'll find you have the option of greeting him, so greet away! (You might want to take note of the beautiful wooden ornamentation hanging overhead: this is just a small example of the close attention paid to all sorts of details throughout the duration of the game.) After chatting you'll take part in an event in which you'll meet Roan, a young lad insistent upon finding a medal-sort-of- bauble of great sentiment. So insistent in fact, that he's cavalier enough to beg others to risk their lives in the hope of finding his memento. Before he comes your way (and sets in motion your next adventure/detour), his pleas ring out to a flamboyant cadre of clowns with whom you'll get acquainted. These are Gonzola, Paella, Risotto, and Carpaccio, all of whose parents were apparently real ape for the trattoria. Following Elena's "little session," get ready for a sexy interlude with Millenia, who will join up with Ryudo. Once the hubbub passes, head downstairs to join the four food clowns in their cafeclaccio.

Paella

Yeah? What would a harlot like you know? You go prancing around the countryside in an outfit like THAT? Now THAT'S not too bright.

Have some fun and talk to Paella after you come downstairs. Cat-ty, cat-ty, cat-ty!

Greet the innkeeper
Recover
Cancel
※※ Save Game ※※

It's easy to accumulate scads of accessories during the adventure, much of which you may never use. Even if you think you don't have enough GP for that trinket you covet so in the local shop, you might be surprised by what a couple sales can get you.

Roan

That medal has a memento of my mom. Please do something!

Elena

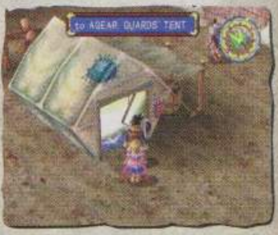
Ryuuuudo... I feel kindaaa funny...

Easy there, lass! Elena puts nunnery on hold; goes on magnificent Kuko bender.

Carpaccio

But still he is young, very young... Too young to toe the line perhaps...

The Guards' Tent stands as the place in Agear to find a tutor and buy gear. The Intermediate Tutorial will be presented to you as an option here so you can learn about Moves (Special Abilities) and Magic. Check it out. Also remember to sell your old equipment for some of those all-important gold pieces.



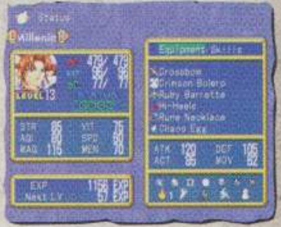
Store Master

We were attacked by monsters. This is all I have to sell now.

Now Millie's in the Ranks

Once Millenia joins up, you'll notice that she pretty much has the same stats as Elena, beginning at about Level 13, but stocked with different equipment and skills. You'll also note that she's equipped with a "Chaos Egg" instead of the Holy Egg. Of course you can switch between them, but the Chaos contains several more aggressive spells waiting to be unlocked over time that do quite suit her temperament. Millenia is also in possession of the Arrow Shot and devastating Fallen Wings moves from the onset; the latter will serve you well in combat even towards the end of the game. Have Ryudo equip the Holy Egg in Elena's absence!

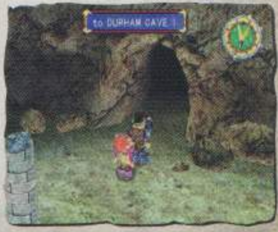
Millenia should prove a fine companion; her ability to use bows gives great attack range with little need for trudging up close to the enemy.



Night Falls on Agear

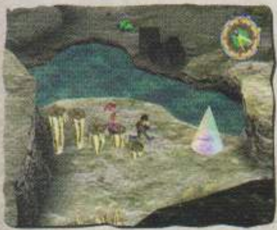
Once you step outside of the inn you'll see that nightfall has come. Talking to the townsfolk will reveal how Roan's gone off to the cave to the north. Oh yes, that's your new destination. One thing before you head off: thinking of taking Millenia back to Carbo to cause a brouhaha among the locals? Sorry: for the time being, both Carbo and Inor will be inaccessible on the Silesian Continent map screen.

I never thought he'd make a run for the cave...
My carelessness is to blame.



DURHAM CAVE

Stalactites will fall from the ceiling to create steps to the save point once you move close to the ledge's edge.



AREA MONSTERS

FROST FROG

LV: 13 HP: 400
MP: 0 SP: 0
Def: 113 Mov: 98 Act: 73
Mag Def: 67
XP: 11 SC: 26 MC: 17 GP: 37
Weak vs. Fire, Strong vs. Ice

ITEMS
Eye Drops Toad Oil

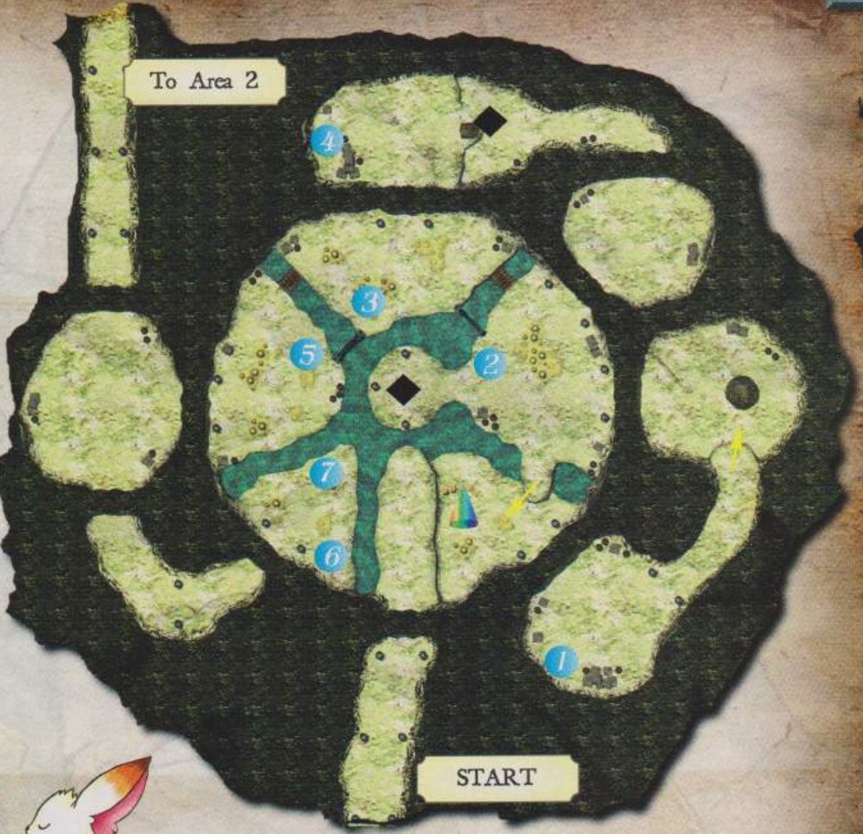
TROGLODYTE

LV: 13 HP: 980
MP: 0 SP: 210
Def: 118 Mov: 40 Act: 70
Mag Def: 90
XP: 24 SC: 40 MC: 10 GP: 160
Weak vs. Fire, Strong vs. Ice

ITEMS
Whirlwind Scroll Mist Egg

ALSO APPEARING HERE:

Crag Snake
(see page 12)

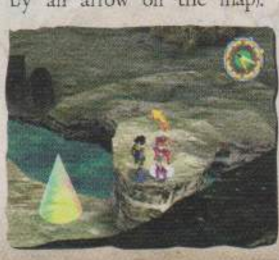


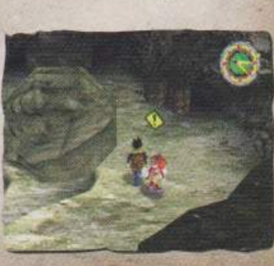
DURHAM CAVE 1

Carro's Flips and Other Leaps

'Squint squint! Blink blink!' Are you charmed yet? No? Interesting.

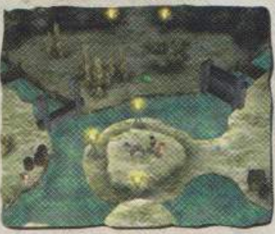
Heading into the eastern room after entering, you're going to run into the little guy named **Carro**. He eats Poff Nuts. When he eats them, he glows, but only after eating a few. When you get your hands on some, don't give any to the little being, as there is no utility to his glowing here -- save them for another Carro later in the game. Now: see the ledge further north in that room? This is a leap point (marked by an arrow in the game, marked by an arrow on the map). Jump down. Past this there will be a giant stone to roll. It will smash open the wall. That done, you can get back to the opening area and hop down.





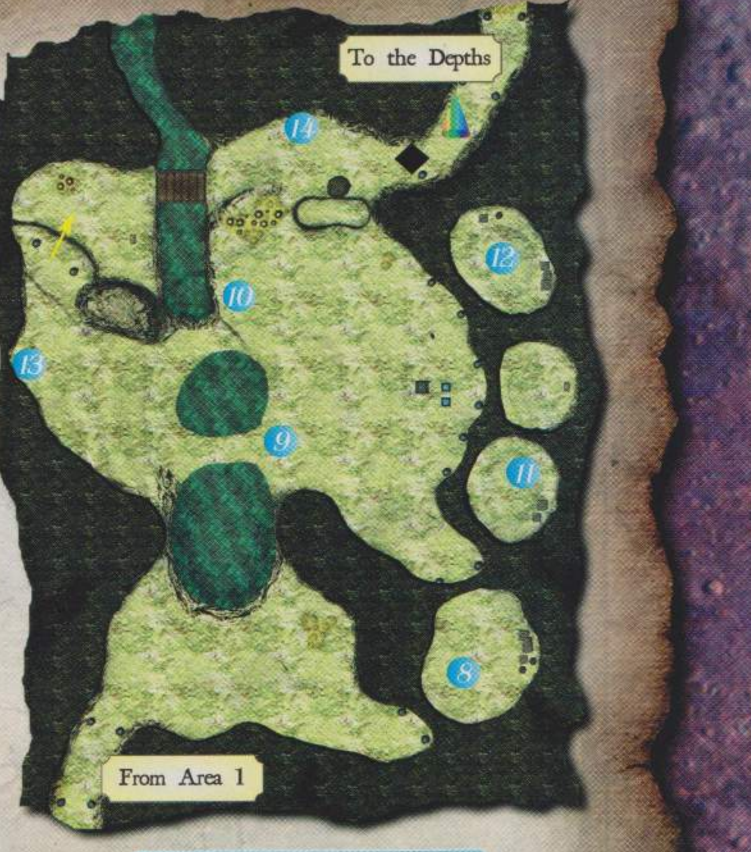
Cue the Proverbial Waterworks

As you've probably noticed, there's a switch in the direct center of Area 1. Walk up to it and give it a flick. The water level will change, making the bridge to the northeast accessible, and the one to the northwest inaccessible. Cross the accessible bridge, saunter into the northernmost room, and push down the ramp. This will come in handy in a bit. (Don't forget to pick up Yomi's Elixir hidden behind the crates.)



Cue the Proverbial Snake Ambush

Walk through the gate northwest of the first footbridge. Crag Snakes will drop from the ceiling and the room will seal off. It's a fight against four, so be prepared to take some poison. After the fight, both gates will open, one of which leads to the ramp you just pushed down, allowing a new shortcut. Go back to the switch and reverse the water level. You can now use the ramp-enabled route to access the other northwest bridge!



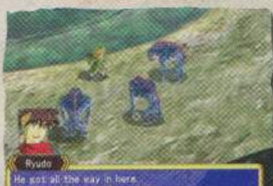
DURHAM CAVE 2

ITEMS

① Firebomb
② Medicinal Herb
③ Medicinal Herb
④ Yomi's Elixir
⑤ 100G
⑥ Poff Nut
⑦ Sleep Charm
⑧ Calming Harp
⑨ Medicinal Herb
⑩ 100G
⑪ 300G
⑫ Stone Head
⑬ Poff Nut
⑭ Torte's Reedpipe

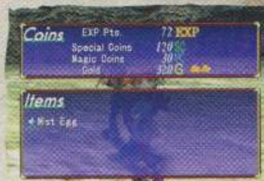
Once you cross that bridge and and enter the nearby concentrically-circular room, you'll be ambushed yet again by some happening new enemies: Frost Frogs. The very essence of chilly con carne, Frost Frogs are extremely quick, and will leap on your party's very heads if you're not careful. You'll have to fight though since the surrounding gates won't open till every frog is dead: one gate opens for each slaughter. The northern gate (on your right when you enter) leads to Area 2.

Saving Roan from Near Certain Dismemberment



Ryudo

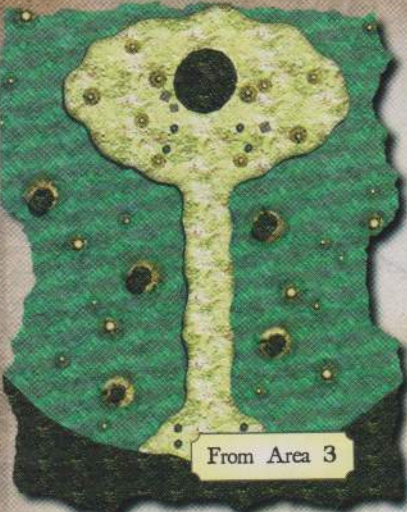
He got all the way in here.
He did good to get here alone.



Coins
EXP Pts. 72 EXP
Special Coins 120 SC
Magic Coins 30 MC
Gold 320G

Items
Mist Egg

Moments after entering Area 2, you'll spot Roan in the middle of potential disaster at the jagged scales of a pack of Troglodytes. Rush in and save the poor fellow's life, but take care: the Trogs have a special move known as the Sleep Spawn which will send your party upstream to Dreamsville. This is an important battle for reasons besides just saving little Roan's hide, though. Post-victory, you'll receive the Mist Egg, chock-full of new spells to learn and master. And Roan will join up, to boot. Give him the Mist Egg, and he should be all set. The only special attack move that he brings initially is the Golden Hammer, which with its mediocre damage and one-enemy scope, is sort of a dud.



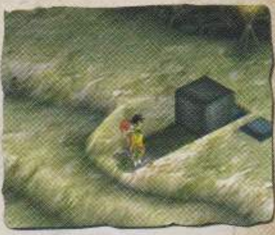
DURHAM CAVE, DEPTHS

A Woman on the Edge

When fights get rough and tumble, there's the chance that Millenia will bust into a berserker frenzy. If you keep an eye on her portrait in the upper left of the screen, you can get an idication of how close she is to this breaking point by gauging the ebbing glow's proximity to bright red. When she hits this level, control of her is taken out of your hands, with every turn resulting in a new "random" attack from her, with absolutely no deduction from her SP or MP. This means you might get a free casting of Fallen Wings to decimate the enemy, but also that Millenia's ACT rating goes way up! Enjoy the carnage.

"Hell hath no fury like --" ...Oh, give it a rest. Millenia throws a large, rather violent, fit.

Crag Snakes will rain down from above when you approach the first chest in Area 2.



Be sure to equip your Thinking Cap for the box-push puzzle.

Box Push (Puzzle-Thing of Sorts)

The box-push puzzle in Area 2 -- what say we go through this nefarious contraption step by step? Push the box in the tread to cover the switch. Then stand on the other switch to the right of the tread. The gate will open. Ahem. Pay attention. The Stone Head is in there. It will offer some nice protection, so have Ryudo equip it. Past the other gate, pull the switch to lower the water level so you can cross the main room. Leap from the ledge and you'll be pounced on by a bunch of Troglodytes. This is a tough battle, so watch your HP. Now pull the switch so the bridge will raise and you can head on over to the save point. The boulder next to it needs to be pushed so that when you return this way, you can save time and won't have to take the circuitous route back to this area's entrance.

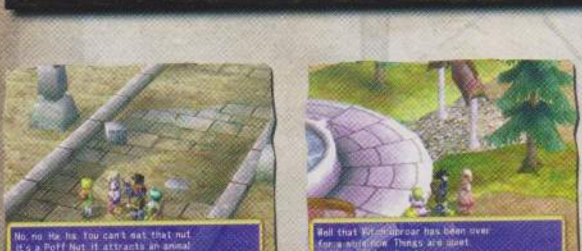
BOSS

DURHAM MINOTAUR

LV: 19 HP: 4200
MP: 0 SP: 360
Def: 140 Mov: 60 Act: 120
Mag Def: 110
XP: 210 SC: 720
MC: 0 GP: 0
Weak vs. Wind/Lightning,
Strong vs. Earth

Walk into the Depths and it's time for the big fight with the Durham Minotaur and two Troglodytes. Beware his Tornado Horn, which does some serious damage (about 200 to 250 HP) but also confuses it's target. It would be a very good idea to cast Diggin' first, then go all out with Ryudo's Purple Lightning and of COURSE Fallen Wings. If Millenia goes into berserk mode, she may cast it again, so you'll get two uses in a row! Of course, time your Criticals right as well and you can cancel his attacks and knock him back a lot on the IP gauge. After the fight you'll get the **Adventure Book**. This will finally allow you to learn some Skills, and Roan will get back his precious medal.

Use Cancels as often as you can muster to stop the Durham Minotaur from using his Tornado Horn. Simply put, it will make Roan cry. Or easily kill him.

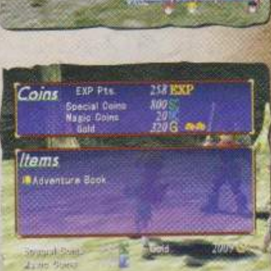


No, no. Ha, ha. You can't eat that nut.
It's a Poff Nut. It attracts an animal
called Carro.

Well that [illegible] uproar has been over
for a [illegible] Things are quiet.
I think [illegible] be all right.

Speak to the man near the north exit of Agear to get a Poff Nut. You can also head to Carbo and hear some new things.

Retread your path out of Durham Cave after killing the Minotaur. When you get back to Agear Town proper, talk to Vyx first and "spend the night" to have a good family meal and engage in some chatter. Then step in the Guards' Tent and stock up before you leave. You'll notice the Tutorial Man can now teach you advanced techniques. Also remember to re-equip Elena's Mana Egg.

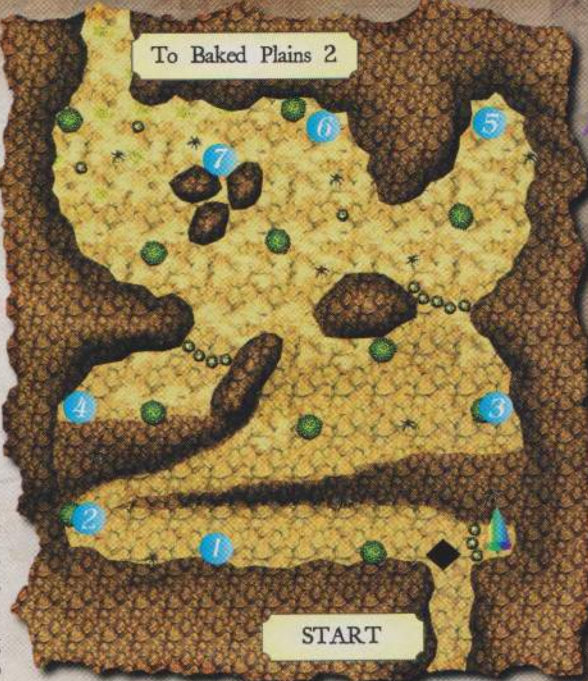


Coins EXP Pts. 258 EXP
Special Coins 300 S
Magic Coins 20 M
Gold 320 G

Items
Adventure Book

BAKED PLAINS

The arid Baked Plains constitute a long road ahead for your party. You've got to smash the rock wall by pressing **X** in the beginning; when walking on the first path, pause to mark the steam shots' locations -- they can knock a few HP off your total.


To Baked Plains 2
START
1
2
3
4
5
6
7

BAKED PLAINS 1

AREA MONSTERS

GIANT MANTIS

LV: 15 HP: 420
MP: 0 SP: 0
Def: 122 Mov: 78 Act: 78
Mag Def: 80
XP: 5 SC: 11 MC: 18 GP: 23
Weak vs. Fire

ITEMS
Wound Salve Seed of Defense

SANDMAN

LV: 15 HP: 340
MP: 0 SP: 120
Def: 103 Mov: 60 Act: 65
Mag Def: 94
XP: 13 SC: 16 MC: 15 GP: 25
Strong Vs. Earth

ITEMS
Hand Grenade Sandman Whiskers

ALSO APPEARING HERE:

Dodo
(see page 9)

Seeds Sown Everywhere

When you're in a situation in which there are lots of hazards -- like the steam-bursts and enemies here -- remember that it's perfectly acceptable to keep running back to the save point to recover. Free recovery or not though, don't be too reckless to swing into the Giant Mantises in the vicinity without first approaching from the rear (as you should try to do with every battle-to-be, of course). Don't skip engaging in fights with these cretins at any point though -- they may at times reward you with a Seed of Defense. Use these to give a party member a permanent +3 Vitality Up!

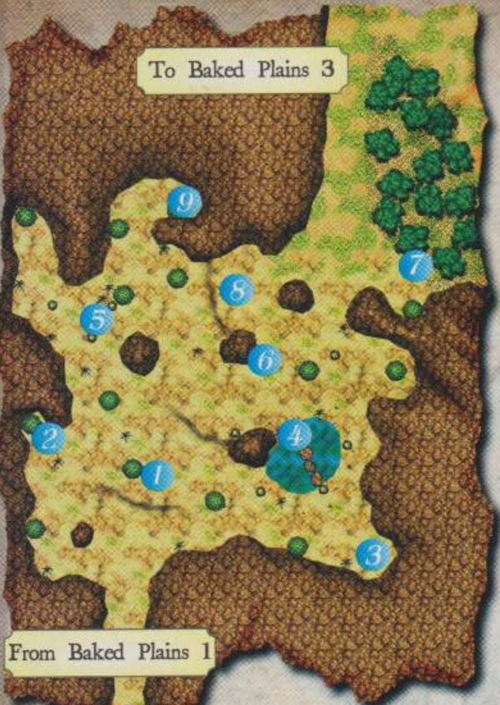
Coins
EXP Pts.
Special Coins
Magic Coins
Gold
Items
Wound Salve
Seed of Defense
Special Coins
Magic Coins
Gold

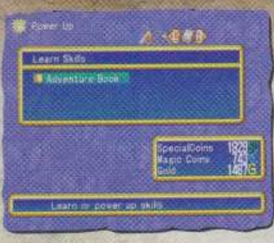
This seed and others on the shrubs throughout the Plains can help you power up the weak, i.e., Roan.

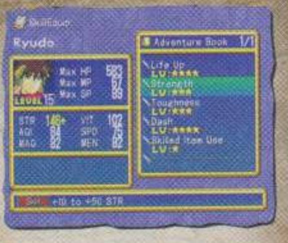
Valuables
NEXT
PREV
Seed of Defense
+3 VIT

ITEMS

1. 200G
2. Seed of Running
3. 600G
4. Dash Shoes
5. 600G
6. Seed of Psyche
7. 200G


To Baked Plains 3
9
7
8
5
6
2
4
1
3
From Baked Plains 1


Power Up
Learn Skills
Adventure Book
SpecialCoins 1829
Magic Coins 743
Gold 1487G
Learn or power up skills


SkillEquip
Ryudo
Adventure Book 1/1
Max HP 583
Max MP
Max SP
LEVEL 15
STR 146+
VIT 102
AGI 84
SPD 75
MAG 82
MEN 82
Life Up
Strength
Toughness
Dash
Skilled Item Use
+10 to +50 STR

Using the Adventure Book

Another important thing to do now is to start distributing your SC and MC to power up Moves and Magic, but also that new addition to your bag of tricks -- Skills -- thanks to the Adventure Book you picked up. Assign three to each member... they will give you significant increases in HP, Strength, etc. First go to Power Up on the menu screen and press **R1** until you come to the "Learn Skills" menu. Select Adventure Book and which Skill you want to activate and power up with SC. Whenever you reach a certain level once you have a book (here 15), more Skills will become available for activation that were not present before. To assign them, leave this menu, and go to SkillEquip on the main menu. As characters' levels go up they'll be able to equip more than two Skills at one time. Give Toughness to Elena or Roan at this point, then restore or heal right after to bring their HP up to the new maximums.

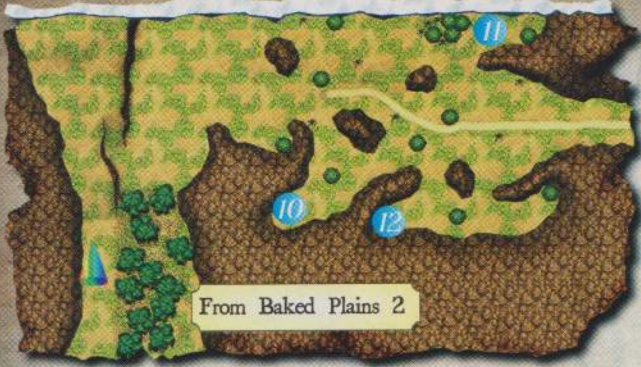
BAKED PLAINS 2

There are all sorts of different seeds dangling from shrubs everywhere in this area. Grab 'em all to power up big-time.

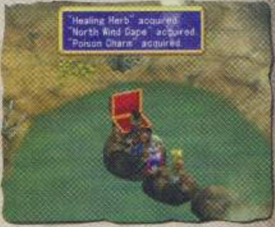
In the second area, you'll face more steam bursts still. But beware the Sandmen: they move fast and only appear most of the time as moving clumps of earth. Their Sand Spray attack will take your Move level down 1 in addition to damage, so watch out.

ITEMS

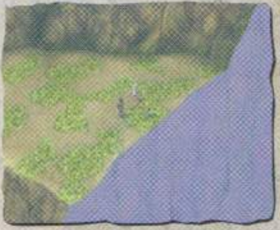
1	Seed of Defense
2	Seed of Power
3	200G
4	Healing Herb North Wind Cape Poison Charm
5	600G
6	200G
7	Seed of Magic
8	Poff Nut
9	Seed of Swift
10	Shell Armor
11	Swiftness Nut
12	200G

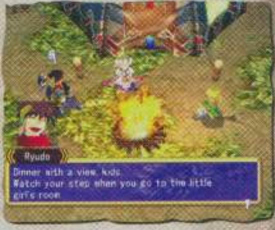


Hack your way to the southeast portion of Area 2 to find a big chest containing, among other things, the North Wind Cape, which will increase a party member's movement. The chest is surrounded by steam bursts, so watch your footing.



"Healing Herb" acquired.
"North Wind Cape" acquired.
"Poison Charm" acquired.





Ryudo
Dinner with a view, kids.
Watch your step when you go to the little girl's room.

BAKED PLAINS 3

"I Seem to Have Missmelled It"

When you arrive at the third section of the Plains, you can restore, thankfully, at a save point. (An important thing to take advantage of, as there's quite a fight in your future... and it might just be a good idea to put the Life Up skill on Ryudo if it isn't already there.) Moments later, Roan will get antsy and drag Ryudo and Elena over to show off the majesty of the Granacliffs, and for a scant moment you'll get a glimpse of what lies ahead for you in the city of Liligue. That done, it's time for dinner, presumably some freaky triptophan-infused gorging, because it sends our trio straight to bed -- and straight into combat!!! "Grumble grumble": you've been awakened to fight a boorish Beast-Man, and he doesn't like the way you smell!

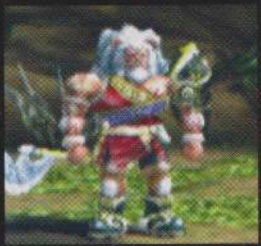
The Beast Fang Cut will cancel whatever strategy you've locked in. Sorry, you.

It's the end of an era for this olfactory legend. Such are the results... of COMBAT!

Stop and get the Shell Armor before you trot off to Liligue yonder. This would have been nice to have during the Beast-Man fight, eh?

BOSS

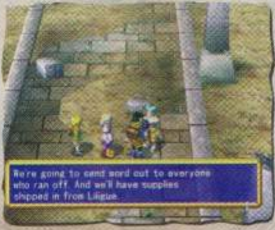
BEAST-MAN



LV: 16 HP: 4800
MP: 49 SP: 144
Def: 150 Mov: 88 Act: 144
Mag Def: 61
XP: 150 SC: 100
MC: 0 GP: 0

The Beast-Man will concentrate his attacks on Ryudo, at least till he's killed him one time (presuming, of course, that you'll resurrect his corpse with Yomi's Elixir), so let Elena and Roan keep healing him for their respective actions. You might take a look at the Beast-Man's Action speed... it's very high, so as you might guess, successful cancel strategies are very difficult to pull off -- as such, it's best to avoid utilizing Criticals. His Beast-Fang Cut will do over 300HP of damage and cancel whatever you've got up your sleeve. On a final note, continual usage of the Zap! spell makes a good little tactic to use, that is, if you've really got the drive to win. Do you have this drive?

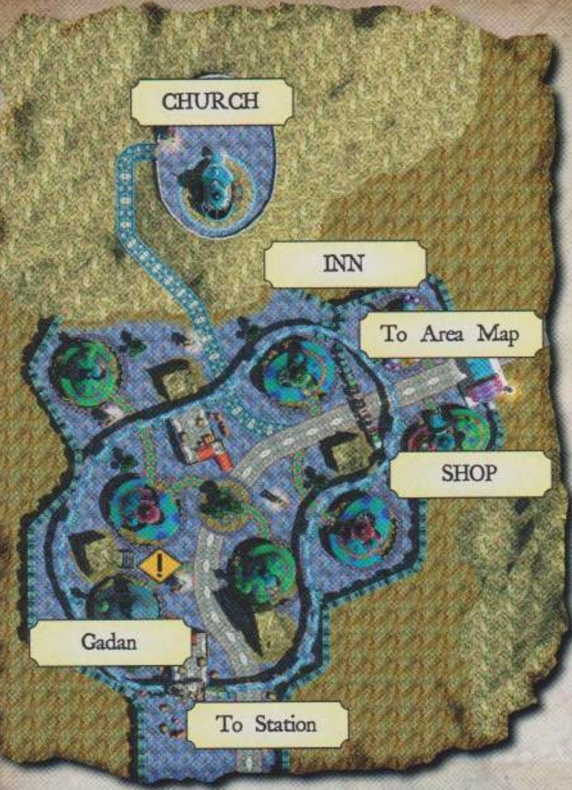
We Will Never Forget You, Citizens of Agear



We're going to send word out to everyone who ran off. And we'll have supplies shipped in from Liligue.

Sure, Agear hasn't exactly been "good" to you; neither has Carbo, for that matter. First you're treated like mutton for being a touch godless and daring to work for money, and then you get bounced into becoming a glorified, significantly violence-prone guardian for little Roan. Well it pays (though not literally) to revisit those memories! Go back to those places and you can hear some new words from your favorite inhabitants!

LILIGUE CITY



LILIGUE CITY

Liligue's Splendor

Now THIS is architecture! Just beautiful.

SHOP

WEAPONS	
Army Saber	750G
Samurai Blade	900G
Iron Rod	720G
Flame Staff	1250G
Battle Rod	960G
Multiple Knife	650G
Hunter's Knife	880G
ARMOR	
Quilted Silk	800G
Guardian Robe	1200G
Chain Mail	950G
Plate Mail	1400G
Guardian Hat	450G
Iron Bandana	480G
Iron Helm	600G
Hunter's Boots	400G
Gauntlet	800G
Fire Charm	400G
Wind Charm	400G
Earth Charm	400G
Lightning Charm	400G
Blizzard Charm	400G

There are more things to buy in Liligue than any place you've seen to date. Such are the perks of being in a big city, as opposed to, say, the shanty-town of Agear. This is where you can really start to acquire some powerful weapons.

ITEMS	
Medicinal Herb	10G
Wound Salve	24G
Healing Herb	50G
Poison Antidote	14G
Paralysis Salve	14G
Eye Drops	14G
Smelling Salts	20G
Yomi's Elixir	500G
Hand Grenade	60G
Insecticide Bomb	60G
Fireball Scroll	50G
Whirlwind Scroll	60G
Patience Nut	20G
Swiftness Nut	20G
Kuko Berry	10G

Rooting Out the Problem

You'll be greeted by a few locals moments after striding into the big city. The citizens of Liligue are feeling gutted thanks to a bizarre problem regarding their taste buds. You'll find out that you need to visit the mayor **Gadan** for some answers on this end; but not before you get acquainted with the problem first-hand when you spend the night in the inn...

Son
I'm hungry.

Follow this boy home to hear his family's sad story of starvation. Of course, it's not exactly a famine occurring here, but rather the opportunity for a profound examination of where exactly the line is drawn between the palatable and the unpalatable. Arum root falls in the latter category, apparently.

Inn Master
The only thing we got to eat is arum root. Still want to stay?

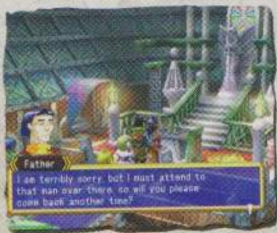
Roan
Yyyyyyyeeechhh!!
How can this be a 'famous local delicacy'?!
This must be an acquired taste.

Weighting for Gadan

The most important visit to make in Liligue is the one to Gadan. Feast your eyes upon his, well, *feast*, and prepare yourself for a disturbing exchange...

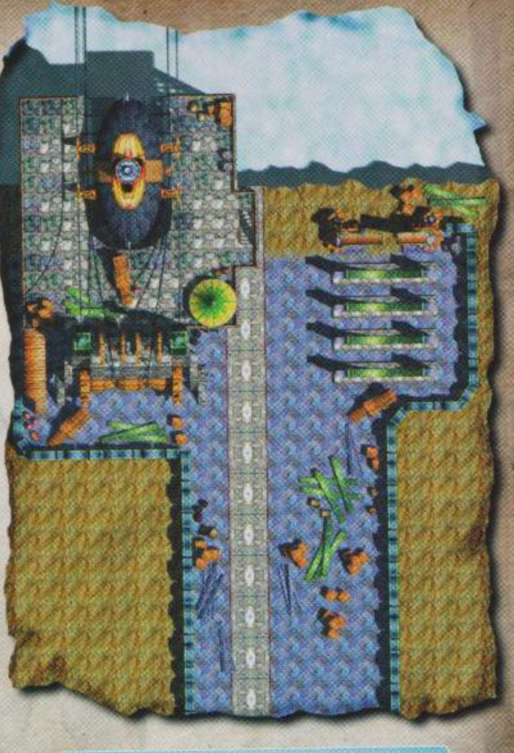
And Now for a Little History

You won't be able to speak to the Father in the church on the hill until after having a meeting with Gadan, but afterwards head on up to find out about the history of Liligue, and the significance of the monolithic rock structures.

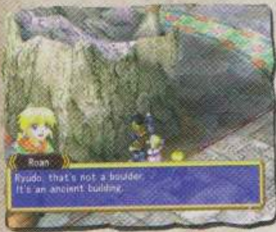


Father

I am terribly sorry, but I must attend to that man over there, so will you please come back another time?



LILIGUE CITY, SKYWAY STATION



Roan

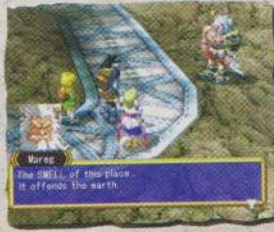
Ryudo, that's not a boulder. It's an ancient building.

Take a look at the two stone foundations in Liligue. These, incidentally, do not serve as mere ornamentation...

The Skyway is wondrous... and temporarily inaccessible. Return after spelunking in Liligue Cave.

Your Unconditional Acceptance of Mareg Begins Now

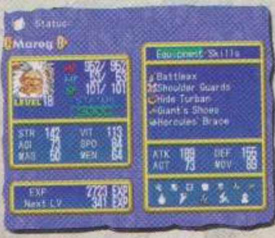
While walking out of the church, you'll run into the Beast-Man with whom you had the go-round earlier in the Baked Plains. He's named **Mareg**, and, in a crazy twist of fate, wants to join your party. Yes, once again, his motivation here goes back to the pervasive smell on which he's dead keen. Save up, and head for the sealed hatch near Gadan's house. Stand before it, press **X**, and voila, you've uncovered the entrance to the subterranean Liligue Cave. Hop on down.



Mareg

The SMELL of this place.
It offends the earth.

He's got the smell, once again...



Status

Mareg

952/ 952
63/ 63
101/ 101
LEVEL 18

STR 142 VIT 113
AGI 73 SPD 64
MAG 50 MEN 64

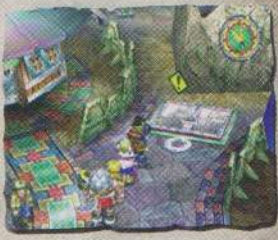
EXP 2723 EXP
Next LV 341 EXP

Equipment Skills

Battleax
Shoulder Guards
Hide Turban
Giant's Shoes
Hercules' Brace

ATK 189 DEF 155
ACT 73 MOV 89

Statistically speaking, Mareg takes no prisoners.



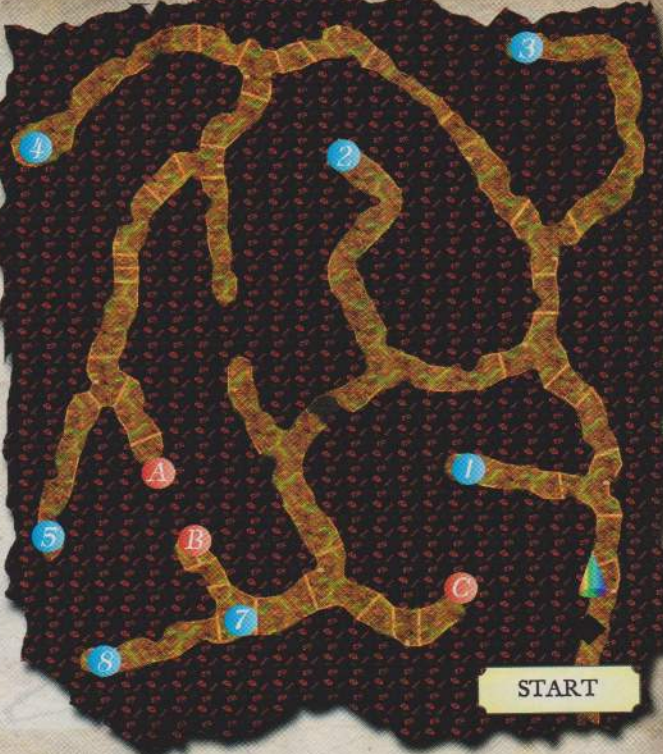
Pop the lock, and down you go to Liligue Cave.

LILIGUE CAVE

A Bright and Shining Path

As you'll see, there are several braziers on the wall that are waiting to be lit. Don't go indiscriminately lighting them; you can flare these up in order to mark where you've explored, as the scenery is kind of similar all through this first area, and a bit twisty too.

The multi-purpose X button lights the torches.



NOTE: The letters in the red dots represent connecting doorways between two areas!

LILIGUE CAVE 1

AREA MONSTERS

GHOUL

LV: 17 HP: 670
MP: 70 SP: 100
Def: 135 Mov: 42 Act: 75
Mag Def: 115
XP: 15 SC: 19 MC: 30 GP: 34
Weak vs. Fire, Strong vs. Ice

ITEMS
Weakness Nut
Yomi's Elixir

ALSO APPEARING HERE:

Gargoyle
(see page 10)

Crag Snake
(see page 12)

Frost Frog
(see page 16)

Giant Mantis
(see page 19)

Liligue Cave's Splendors

Don't miss the two chests in Liligue containing 1200G; that would be a lot of money to pass up! And there's a lot of money to be found here -- 3200G in fact, and that's not counting combat rewards, either. You'll emerge rich!

1200 G acquired.

It's one thing to turn the corner and find a treasure chest, but another thing to run head-on into a waiting monster. Keep pushing those L1 and R1 buttons to get the best camera angles on each passage.

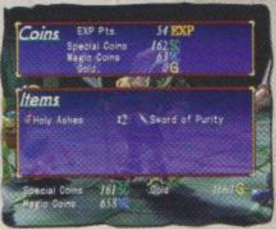
ITEMS

1 400G
2 Healing Herb
3 Mogay Bomb
4 Purifying Herb
5 1200G
6 1200G
7 Reflection Ring
8 Mogay Bomb

Your First Encounter with the Undead

The second area contains hovering, decaying, legless Ghouls. If you have any anti-undead items, like Holy Ashes, you can use them here to make short work of these monsters. But beware their Power Drain, which will absorb HP from a party member and heal the offending Ghoul (not to mention cancel its victim's attack). Also watch out for their Ice Prickle, a range attack that can spear your entire party. Nonetheless some good can come out of fighting Ghouls: they're a great resource for Yomi's Elixir. Take heed!

Obtaining the Sword of Purity



Coins EXP Pts. 54 EXP
Special Coins 162
Magic Coins 63
Gold 0G

Items
Holy Ashes 12 Sword of Purity

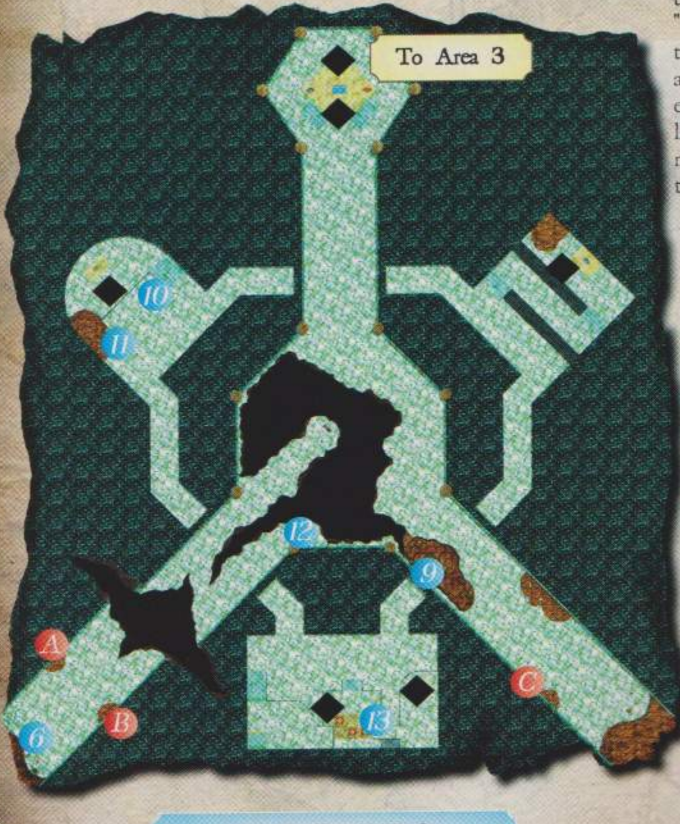
Special Coins 161
Magic Coins 658

If you have your Pirate's Ring skill activated, you stand a good chance of getting the Sword of Purity from a Gargoyle (it will be marked by three "treasure bells" in their status box). This has a 40 Attack, and is very effective on undead. Equip away! The Flamberge you'll find here is more powerful still, but keep a hold on this one until you get to the boss, as the Sword of Purity decimates the undead, and there sure are enough here (but only Ghouls count, not Gargoyles). And don't think just because you're on the other side of a chasm, Gargoyles can't cross over to tag you and initiate combat. Have wings -- DO fly.

Lighting the Colored Orbs

Read the tablet and see that the red, blue, and green "candlesticks" need to be lit for the gate to Area 3 to open. Step on the panel in front of the tablet to open up two passageways a few feet back down the corridor you used to get here. These lead to the rooms where you can light the orbs.

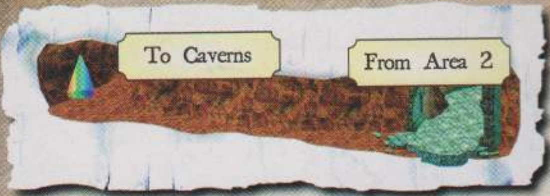
The green orb (in the western passage) needs simply to be walked in front of and pushed. Continue through this western section and you'll arrive at a passage leading to the red orb. Along the way you'll come across another stone tablet on which is written a hint on how to solve the red orb room's "puzzle." Walk into the room nearby, and (gasp) push the box sticking out... against the wall! Now you can cross the raised portion... though there's a little "trick" here: the other box at the top of the staircase holds a Ghoul ready to burst out and eat your brains. Fight, then light the red orb. You might notice that on the other side of the boxes lies a Poff Nut. If you exit the room and re-enter, the boxes will reset. Just push the odd box sideways instead of against the wall to procure the nut. Head back now to the main passage and go into the other hallway that opened after you stepped on the panel by the orbs in front of the gate. In this eastern segment there are a few Giant Mantises to kill before lighting the blue orb. So kill them, and then, well, light the orb. Return to the three-orb dais in the main hallway and push the new orb that's materialized. The gate will open, and you can now progress to Area 3!



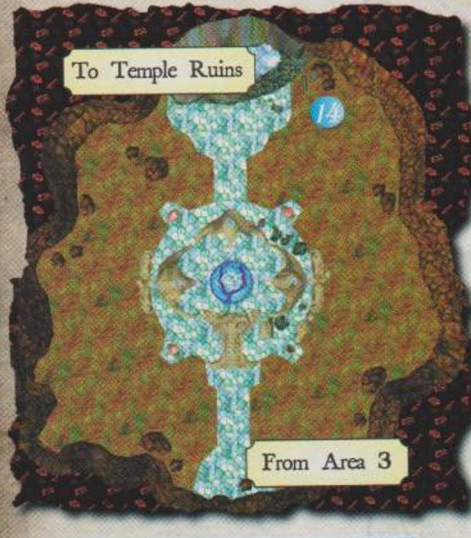
LILIGUE CAVE 2

ITEMS

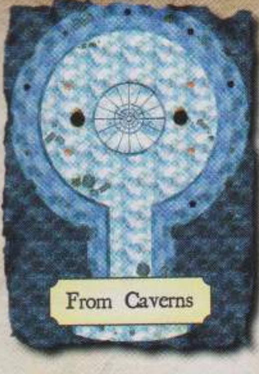
9	400G
10	Bonds of Trust
11	Confusion Charm
12	Holy Wound Salve Fire Pendant Flamberge
13	Poff Nut



LILIGUE CAVE 3



LILIGUE CAVE, CAVERNS



TEMPLE RUINS

ITEMS

14	Smelling Salts Burning Bow Flare Dress

The View from Up Here

When you come to Area 3 and are given the stunning bird's eye view, go to the save point, and recover. But then equip Ryudo with the Flamberge, as you're free from Ghouls from here on out and can safely switch to the flame-based weapon. Head into the Caverns, ever closer to the inner sanctum.

One Last Trove Before the Imminent Tongue-Lashing

The chest in the Caverns contains Smelling Salts, the Burning Bow, and the Flare Dress. Once Millenia is swapped for Elena (you'll be fighting the big lummox who regurgitated her in a few seconds), be sure to equip Millenia before the big fight with the dress and the bow, not to mention giving her the necessary Skills, Accessories, and Mana Egg that you desire. Now walk into the Temple Ruins with your head up and nostrils pinched; there's some serious breath coming your way...

BOSS

VALMAR'S TONGUE

BODY
LV: 25 HP: 8000
XP: 210 SC: 720
MC: 0 GP: 0

HEAD..................HP: 5000
XP: 0 SC: 0 MC: 0 GP: 800

RIGHT HAND......HP: 5000
XP: 0 SC: 0 MC: 0 GP: 0

LEFT HAND........HP: 5000
XP: 0 SC: 0 MC: 0 GP: 0

This boss, like many you'll face from now on, consists of multiple components attached to the body. Keep in mind: if you destroy the Body, you won't get any of the treasures belonging to the other pieces: the Right Hand's **Ancient Cuirass**, and the Left's **Revival Gem**. The Body itself holds the **Book of Wizards** skillbook. Destroy the treasureless Head first to thwart its attempts at casting Healer. Spells or Moves with a wide range-attack can help deplete all the components of HP simultaneously; Fallen Wings and Zap! are good ones to use, obviously. But even something a bit more passive, like Shh! or Fiora can help out by disrupting the components' attack flow. Remember to use Wound Salve and/or Healing Herbs when your HP gets low; if your SP or MP are running out, make the most of your physical attacks to cancel! cancel! cancel! and put a gag order on all his attacks.

The Body's Huge Leap will wreak cancel-havoc on your party...

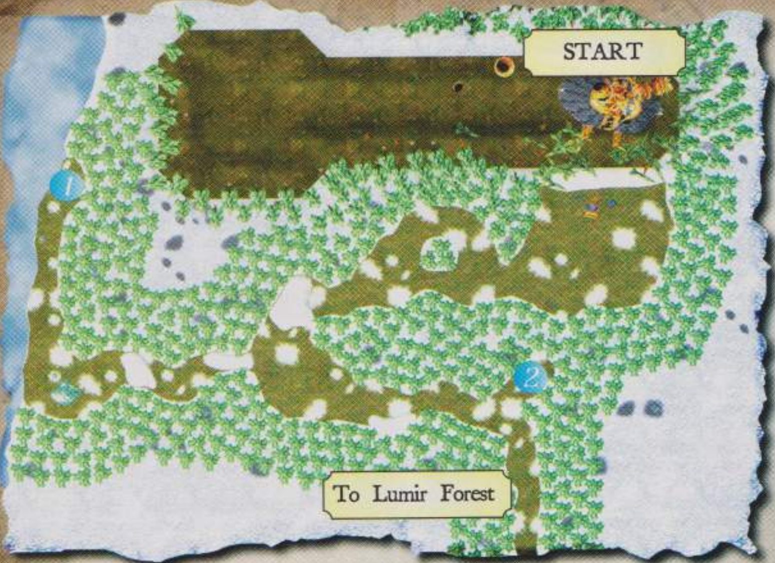
...while the Starving Tongue will drain as much as 800HP from your party to the Body.

Saying Goodbye to Sweet Liligue

Go to the Inn, spend the night, and have a meal. The next day is a big one for our would-be cosmopolites: it's time to board the Skyway. Mind you, once you get on, there's no going back. So take advantage of this time to return to Agear, if you wish, and have another meal at Vyx's inn, over which you'll learn a little about the Beast-Man clans. When you're all good and finished, head to the Skyway Station. And blast -- um, that is to say -- glide off!

Once we board, we are not able to return, so you had better make sure we are as prepared as we need to be.

LUMIR FOREST



LUMIR FOREST, CRASH SITE

ITEMS

① Lumir Flower
② 400G

Welcome to Snow Country

Snow drifts will slow you down. It might seem cool the first time you experience this, but if an enemy that you're trying to avoid is on your tail, and you're caught in mid-trudge, well, how "cool" is it now? Some trees will drop their snow-load on top of your party's heads. It won't engender any kind of damage within your ranks, but it will slow you down just as much as the other drift piles.

It's common sense that fire-based magic will decimate the Big Foots. Big Feet. And yes, Burn will immolate them good, all dripping fats like, as will Ryudo's fire-based Flam(e)berge -- but Hand Grenades actually don't work so well. Go figure. If you make sure to fight all the enemies you come across in this area, you should have a healthy slew of SC and MC to play around with for powering up.

AREA MONSTERS

BIG FOOT

LV: 19 HP: 750
MP: 0 SP: 0
Def: 162 Mov: 70 Act: 82
Mag Def: 107
XP: 29 SC: 47 MC: 35 GP: 46
Weak vs. Fire, Strong vs. Ice

ITEMS

Myriad Power Nut
Lumir Flower

GIANT CRAB

LV: 19 HP: 560
MP: 0 SP: 70
Def: 152 Mov: 69 Act: 67
Mag Def: 86
XP: 36 SC: 37 MC: 37 GP: 12
Strong vs. Earth

ITEMS

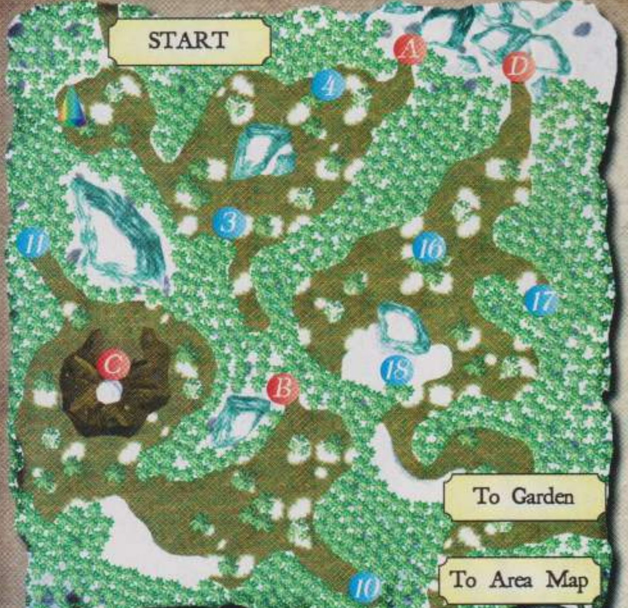
Healing Herb
Quake Stone

HUGE CATERPILLAR

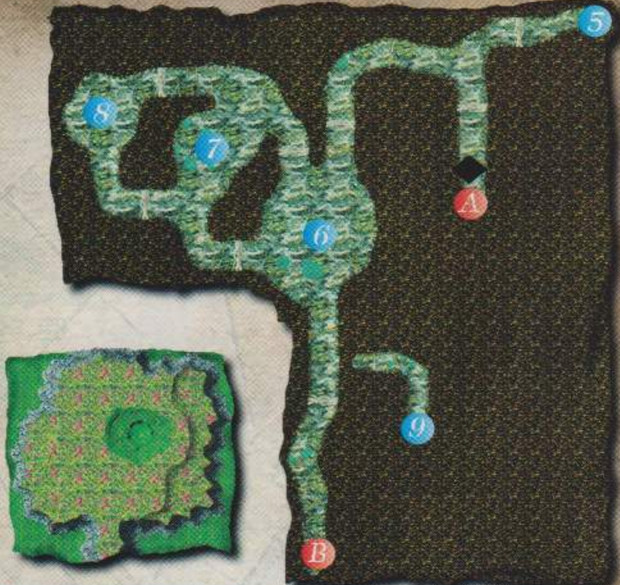
LV: 19 HP: 630
MP: 0 SP: 0
Def: 131 Mov: 50 Act: 72
Mag Def: 97
XP: 21 SC: 33 MC: 36 GP: 5

ITEMS

Poison Antidote
Pretty Ring

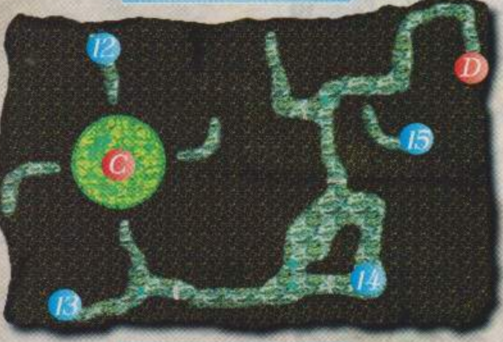


LUMIR FOREST



THE GARDEN OF DREAMS

CAVERN 1

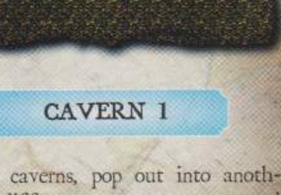


CAVERN 2

This area requires you to go into the caverns, pop out into another section of the forest, pop into a different cavern entrance, ad nauseum. You'll want to follow the markers on the map in order to get your bearings. Sometimes there will be roots blocking the way that need to be cut. Press **X**, and cut them.

The Trouble with Crabs

Giant Crabs are the most annoying monsters in all of *Grandia II.* They're very difficult to avoid in the cavern, as they'll leap at you, rapidly prance on your pate in a crawfish quadrille, and... gah. It's even worse when the battle starts. You'll be prone to their equally quadridiotic "Sleep Dance," which will take a party member out of effective use in combat and into slumberland.



How could something so agitating send someone to sleep?

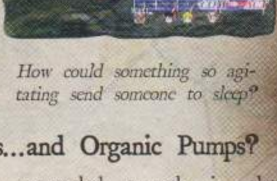
ITEMS

3	1200G
4	Insecticide Bomb
5	1200G
6	400G
7	400G
8	Lumir Flower
9	Odd Wooden Clogs
10	400G
11	1200G

12	Oracle's Staff
13	400G
14	Insecticide Bomb
15	1200G
16	Blueberry
17	400G
18	Icefang Stone Arctic Cape Ice Pick

Hidden Halls...and Organic Pumps?

There are two concealed tunnels in the Caverns: **1:** Chop the vines couched in the wall on the way out of Cavern 1, and down the passage you'll find some Odd Wooden Clogs: totally worthless for equipping if you already have Hunters Boots.



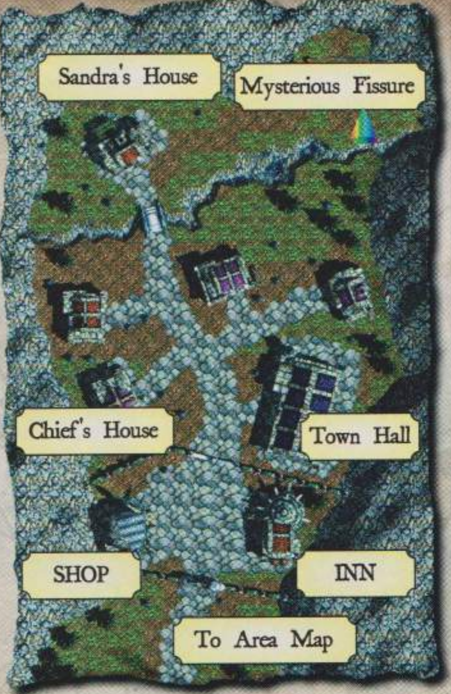
2: In Cavern 2, you have to cut the vines that are sucking the water puddle to open the gates. The northern one leads to the powerful Oracle's Staff for Elena. The west and east passages are dead-ends, but the southern one leads further on in. Near the end of this section you'll come across another hidden passage on your right, which leads to a corridor containing 1200G.

MIRUMU VILLAGE

SHOP

WEAPONS	
Swordfish Sword	2200G
Oracle's Staff	1800G
Flying Fish Bow	2400G
Flint Knife	2000G
Hammer Axe	2200G

ARMOR	
Pixie's Robe	2600G
Swordfish Armor	2800G
Feathered Hat	1120G
Magnolia Bandana	1080G
Swordfish Helmet	1250G
Crampons	420G
Arctic Cape	800G
Earth Charm	400G
Poison Charm	250G
Paralysis Charm	250G



SHOP

ITEMS	
Medicinal Herb	10G
Wound Salve	24G
Healing Herb	50G
Poison Antidote	14G
Paralysis Salve	14G
Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	20G
Lumir Flower	40G
Blueberry	40G
Mogay Bomb	250G
Insecticide Bomb	60G
Sleeping Harp	250G

MIRUMU VILLAGE

Fade Now into Mirumu

At the end of Lumir, a thick fog will come in and basically destroy visibility. The only place to go at this point is the Garden of Dreams. Enter, and experience a bizarre interlude with a little girl. Following this, you'll be transported a few steps back from where you entered the garden. Go forward and you'll see that a fence is now blocking the garden entrance. Proceed out and to the map screen.

This is the garden of happiness.

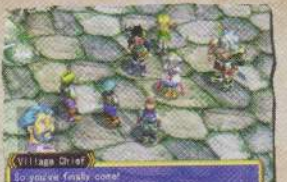
The mystery pervading Mirumu begins here...

Later on, you'll find out the truth behind Mirumu's architecture.

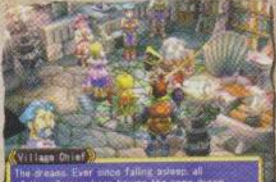
Things to Do While in Mirumu

When you arrive in Mirumu, you'll be instantly assaulted with pleas for help: the whole populace has fallen ill to a kind of sleeping "sickness." The order of places in which to proceed to advance the game's narcoleptic narrative at this point is: the Town Hall (to talk to the Chief); the Inn (to speak with Irina); to the north to meet Aira and her mother Sandra (the progressive, *laissez-faire* mother hated by the populace); then inside of Sandra's house for dinner; finally, after hearing Aira's seemingly demented augur of "scary people," back outside to meet Selene and the Cathedral Knights instituting an inquisition at the front gate. Oh, and off to the Inn for a family meal.

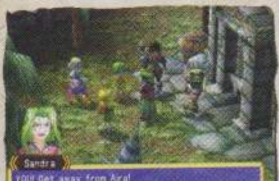
We now continue playing connect the event-dots. Following Ryudo's surreal nightmare, you'll want to look out the window, for some, oh, I don't know, fresh air, perhaps? But, CRIKEY! It's a big flapping eyeball. Trouble is afoot. Go check on Miss Irina, and when Ryudo sees that what's happened to her is what's just happened to himself, he's roused to action! You'll notice that the lick-tastic, screamingly electric guitar has kicked in, which signifies "the tension of the situation," and a woman has begun to wail bloodcurdlingly to underscore "the siutation's calamity." If you haven't purchased weapons, you can still do so: and while you might not need it just yet, be sure to purchase the "Flying Fish Bow," because the only bow-user you know, Ms. Millenia, is bound to pop up sometime in the relatively near future.


Village Chief
So you've finally come!
Our village... please...
I beg of you... save us...

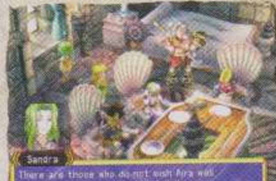
Everybody's talking about everybody sleeping. That'll be a big "Welcome to Mirumu," then.


Village Chief
The dreams. Ever since falling asleep, all
of the villagers keep having the same dream.

Needless to say, they want you to do something about this. Have they tried Smelling Salts yet?

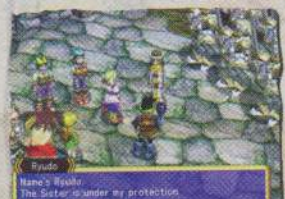

Sandra
YOU! Get away from Aira!
What are you trying to do to her!?

Like her daughter's eyesight, Sandra's patience has also vanished. Will she accept you for who you are?


Sandra
There are those who do not wish Aira well.
The innkeeper's son, Nicolas, fell ill, you
see, while Aira was with him.

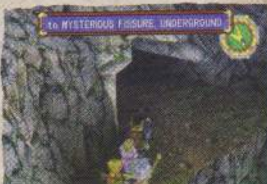
Of course she will! Shortly after being harangued, go inside of her house for a sit-down meal.

Once you're ready to rumble and tumble, head to the north near the save point and the "fissure." That's where the eyeballs have vanished, as Skye will tell you. Save, and enter inside. Be sure to take lots of Healing Herbs, or at least Lumir Flowers or Blueberries to regenerate MP used up while casting heal spells. Sorry, there's no Yomi's Elixir for sale yet at this point in the game.

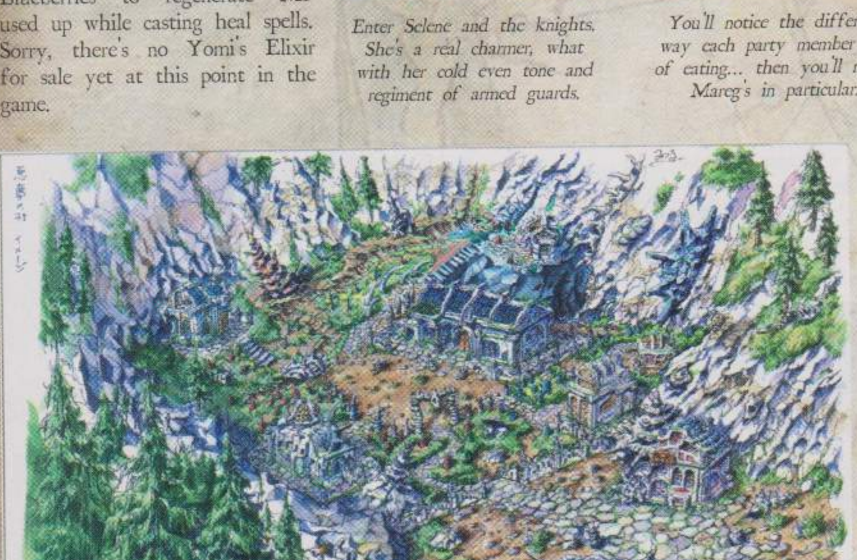

Ryudo
Name's Ryudo.
The Sister is under my protection.

Enter Selene and the knights. She's a real charmer, what with her cold even tone and regiment of armed guards.

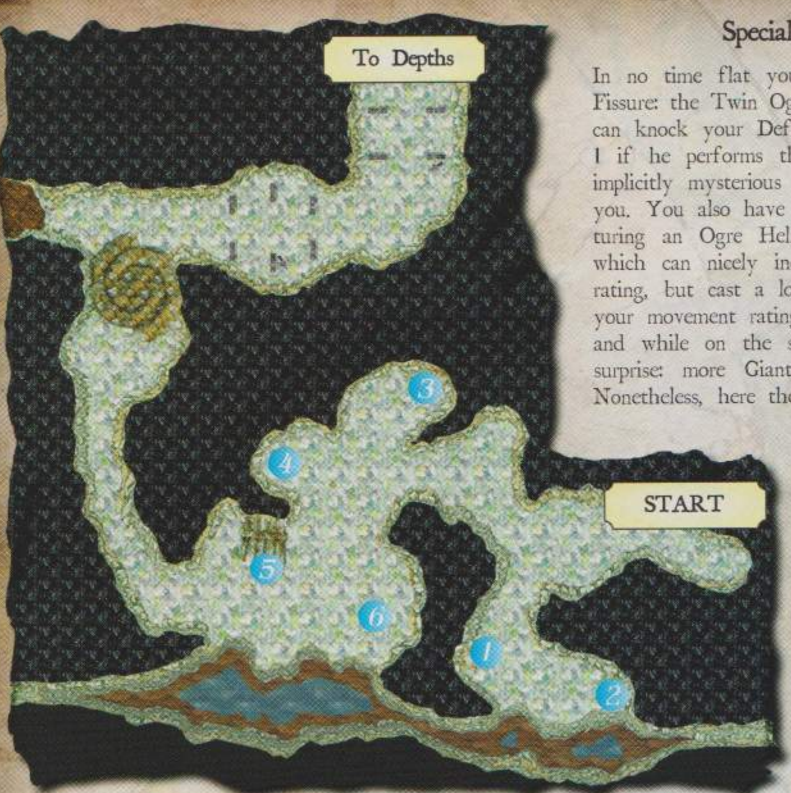
You'll notice the different way each party member has of eating... then you'll notice Mareg's in particular.


to MYSTERIOUS FISSURE, UNDERGROUND

The gaping rock maw in the northeast of the town is the entrance to the Mysterious Fissure. It's got eyes for you.



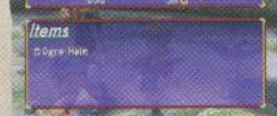
MYSTERIOUS FISSURE



MYSTERIOUS FISSURE, UNDERGROUND

Special Artifact in the Ogre Trove

In no time flat you'll encounter a new enemy in the Mysterious Fissure: the Twin Ogre. This misshapen, decidedly non-twinnish beast can knock your Defense level down by 1 if he performs the colorfully-named, implicitly mysterious "Throw Buddy" on you. You also have the chance of capturing an Ogre Helm after the fight, which can nicely increase your defense rating, but cast a long shadow all over your movement rating. Best sell it. Oh, and while on the subject of monsters, surprise: more Giant Crabs. And no-one wants that. Do they? Nonetheless, here they are.



Coins
EXP Pts 54 EXP
Special Coins 104 SC
Magic Coins 58 MC
Gold 38 G

Items
Ogre Helm

Above Lies a Lurker

There's a Giant Crab hanging out on the rib-bone tunnel-arch structure. He'll leap if you walk in front of him, all right! Oh he'll pounce!

The spiraling stone pathway is a rather nice touch put in place by the architects of the Mysterious Fissure.

ITEMS

1. Raincoat
2. 500G
3. Wing Boots
4. Bone Harp
5. 1500G
6. Purifying Herb

AREA MONSTERS

TWIN OGRE

LV: 20 HP: 680
MP: 0 SP: 130
Def: 150 Mov: 70 Act: 77
Mag Def: 117
XP: 27 SC: 52 MC: 29 GP: 38

ITEMS
Hand Grenade Ogre Helm

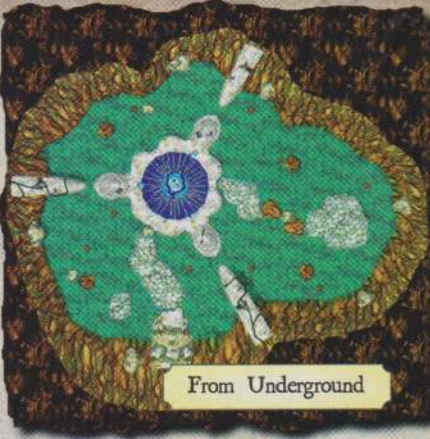
HAMMERHEAD

LV: 20 HP: 830
MP: 0 SP: 180
Def: 156 Mov: 102 Act: 88
Mag Def: 93
XP: 33 SC: 48 MC: 38 GP: 48
Weak vs. Ice, Strong vs. Lightning

ITEMS
Paralysis Salve Seed of Life

ALSO APPEARING HERE:

Giant Crab
(see page 27)

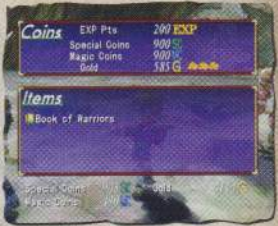


MYSTERIOUS FISSURE, DEPTHS

Ryudo
It's those things again! They're coming!

Delta Burst

If the Eyeball Bats really begin to wear your patience thin, you may want to have the heads-up that this won't be your last skirmish with their lot. As such, think of this as practice, because they await you alongside a much greater danger soon enough in Aira's Space.


Coins
EXP Pts 200 EXP
Special Coins 900 SC
Magic Coins 900 MC
Gold 585 G

Items
Book of Warriors

BOSS

EYEBALL BATS

LV: 19 **HP:** 4200
MP: 0 **SP:** 360
XP: 50 **SC:** 225
MC: 225 **GP:** 195

Statistics apply to each Eyeball Bat individually.

Here are the Eyeball Bats! Tenseiken Slash, Beast-Fang Cut, Golden Hammer, the Crackle spell: these are all effective attacks against the Bats. They're quick and frisky, so it's a good idea to stick with some range attacks if you can. They have a powerful multi-member move called the Delta Burst which will do serious damage to a single member of your party, so pick them off as fast as you can! The reward will be another valuable Skill Book, the **Book of Warriors**.

Ryudo's assessment of the nightmare situation as it's unfolded so far is, considering his own eye-encounter, one that touches close to home. After discussing what's going down all throughout Mirumu, a messenger will come in saying that Selene requests your presence at the Town Hall. You'll walk in to a scene right out of a cult tragedy the moment you enter, but instead of being dead, everyone's just asleep. After hearing Selene out, more connect-the-dots: go towards the Fissure to see Aira; then to the shed behind Sandra's house; follow Aira down the hole; back to Sandra's house in Mirumu; then back to the Garden. (Millenia will join up and replace Elena.)

The Town Hall seems to portend a death-knell for the village of Mirumu. Things are looking pretty bad here.

Villager
The High Priestess Selene is conducting an investigation, so she has ordered everyone to meet in the Town Hall.

Being summoned to see Selene doesn't portend a hearty round of congratulations. The plot only thickens.

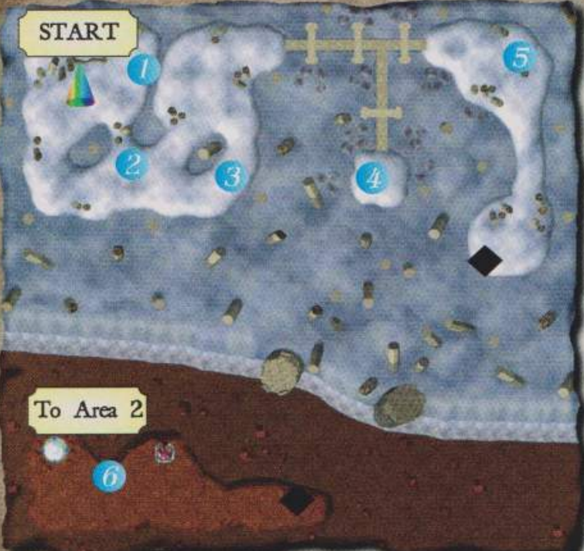
Aira
It's all my fault...
But my Mother's praying healed me!

This is Aira's play-space: a shed behind the house. Follow her down the hole to see where else she plays...

Sandra
I thought something was wrong when she said she took Nicolas to the Garden of Dreams...

Sandra's entire world is falling apart. You'll need to go to the Garden of Dreams to help reassemble the pieces.

AIRA'S SPACE



The Inner Life of Aira

Aira's Space is a surreal world poised somewhere in the expanse between Dali and stage magic. Mere moments after you step through that first portal, you'll enter Area 1. This first area makes a point of swathing your party in misty fog, and equally foggy mist. This makes it quite easy to BAP! bump into a Star Mirage, the main creatures found in the Space. They'll materialize out of nowhere, and then BAP! it's battle-time. You can be as "careful" as you want to be -- their Power Press attack will still flatten you out and cancel your turn abruptly. Keep casting Crackle (they're weak against ice magic) and return to the save point to restore as necessary. Or be a real party-pooper and use Millenia's Fallen Wings to swipe through their entire flanks and end things quickly, before restoring. As you can see there are many ways to hand a Star Mirage its ticket... *to permanent dematerialization.*

AREA MONSTERS

STAR MIRAGE

LV: 21 HP: 720
MP: 0 SP: 160
Def: 129 Mov: 78 Act: 80
Mag Def: 112
XP: 16 SC: 39 MC: 19 GP: 73
Weak vs. Ice, Strong vs. Earth

ITEMS

Eye Drops
Seed of Running

HELLHOUND

LV: 22 HP: 580
MP: 110 SP: 0
Def: 159 Mov: 82 Act: 97
Mag Def: 138
XP: 19 SC: 22 MC: 53 GP: 54
Weak vs. Ice, Strong vs. Fire

ITEMS

Firebomb
Ogre Slayer

ALSO APPEARING HERE:

Huge Caterpillar
(see page 27)

Twin Ogre
(see page 31)

Hammerhead
(see page 31)

AIRA'S SPACE 1

Millenia
Look, here it is.

Step inside Aira's mind...

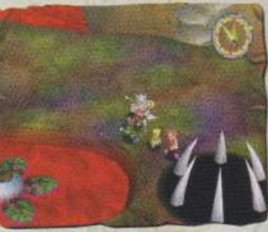
Out of nowhere, Star Mirages will descend upon your party. Fight, then restore.

ITEMS

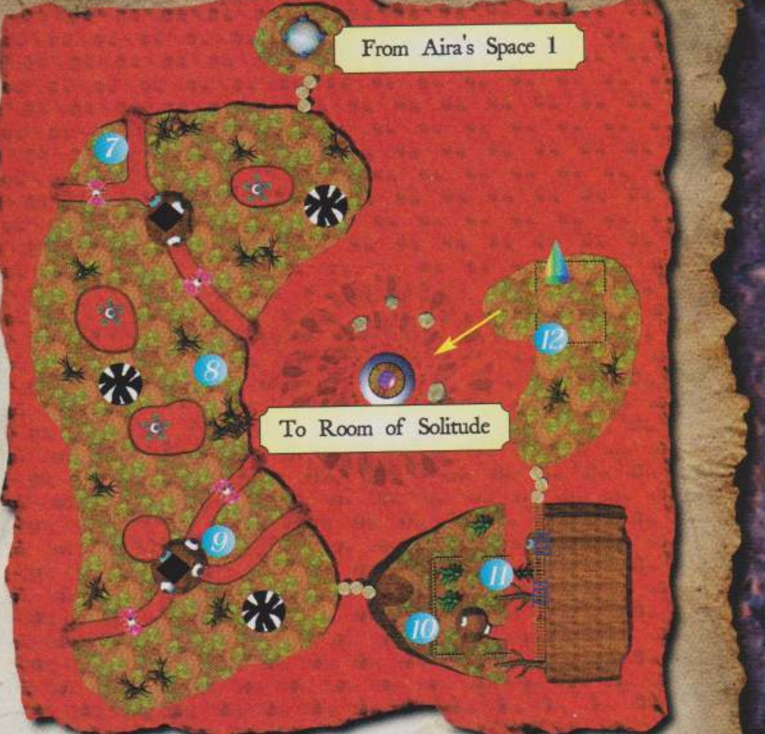
1. Silver Feather
2. 500G
3. Yomi's Elixir
4. Red Shoes
5. 500G
6. 1500G

Ring the bell. Just as you might have expected, a flying whale comes to meet you at the precipice to transport you from the first area's misty portion to its rocky portion.

Being at One with Your Environment



One of the main perils in the second area of Aira's Space are the toothy pits that will seemingly emerge from nowhere, only to open beneath your feet and delve out some damage to any party member with which they make contact. Their locations are marked on the map (that would be the fangy pits), so there should be no surprises where you'll encounter that little magic trick. However, there's no trick whatsoever to crossing the bridges to which the eyeballs are latched. Stand in front of them, and press **X**. As you might have guessed.



ITEMS

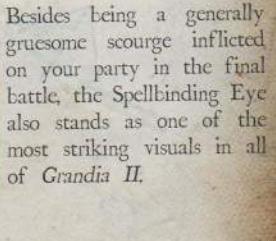
7	Battle Manicure
8	Illusion Clothes Mirage Earring Bonds of Trust
9	500G
10	Moebius Ring
11	1500G
12	500G

ROOM OF SOLITUDE

AIRA'S SPACE 2

The Pillars Have Eyes

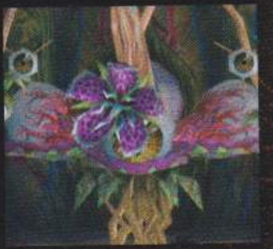
Right at the end, two pillars will rise up and you'll be enclosed like pigs in a pen, ravaged by Hellhounds! You might be lucky when fighting these beasts and procure a powerful Ogre Slayer for Ryudo.



Coins EXP Pts 76 EXP
Special Coins 88
Magic Coins 212
Gold 54G
Items
Ogre Slayer
Firebomb x2
Special Coins 1900 Gold 12258G
Magic Coins 2075

BOSS

VALMAR'S EYE



BODY
LV: 30 HP: 12000
XP: 800 SC: 1800
MC: 1800 GP: 0
R.TENDRIL.........HP: 6000
XP: 0 SC: 0 MC: 0 GP: 800
L.TENDRIL.........HP: 6000
XP: 0 SC: 0 MC: 0 GP: 0
EYEBALL BATS...HP: 3000
XP: 0 SC: 0 MC: 0 GP: 300

This is a difficult battle -- for the most part because of the FOUR Eyeball Bats that are swarming around the main body. The most effective survival strategy would be to have someone cast Alhealer during each turn. Here's how to keep coping: first and foremost, destroy the Left Tendril and the Eyeball Bats before you do anything else!!! Start with Fallen Wings right off the bat ("pun intended!"), then keep casting Snooze on the Bats and Shh! on Valmar's Eye to block the casting of spells. Inbetween, strike the Eyeball Bats with Burnflame. When you get down to fighting the main body, focus on cancelling his attacks (like the Spellbinding Eye and Crackle spell) with Criticals. Reward-wise, you'll come away with a **Warp Knife** from the Right Tendril, a **Gravity Egg** from the Left, and the **Demon's Tears** from the Body.

Besides being a generally gruesome scourge inflicted on your party in the final battle, the Spellbinding Eye also stands as one of the most striking visuals in all of *Grandia II*.

Elena
Um, they lived in the ocean, right? That is what I remember reading. If so, then why is this village in the forest now?

When the job is done, go to the Inn for the requisite after-dungeon meal before leaving town, and dig in to a discussion revolving around Mirumu's architecture.

St. HEIM MOUNTAINS

Get ready to navigate back and forth between several areas. Use the maps on this page and next to help keep track!

ITEMS

1. Guard Mushroom
2. 500G
3. Seed of Life
4. Lion Field Garb
5. 1500G
6. 500G
7. Scattering Stone
8. Mogay Bomb
9. Scroll of Alheal
10. 500G
11. 1500G
12. Yomi's Elixir
13. Mach Boots
14. 1500G

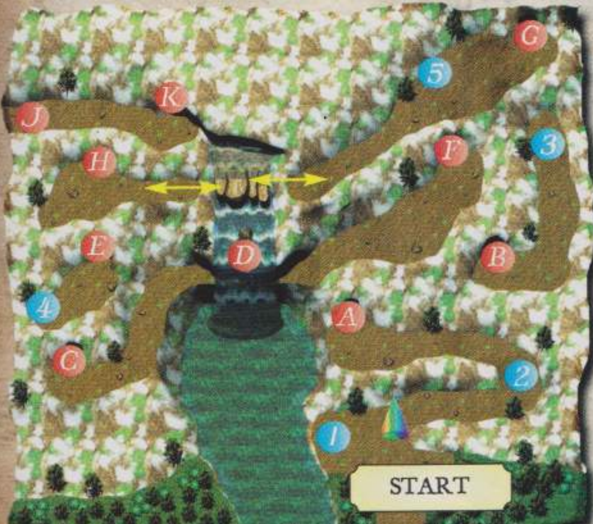
AREA MONSTERS

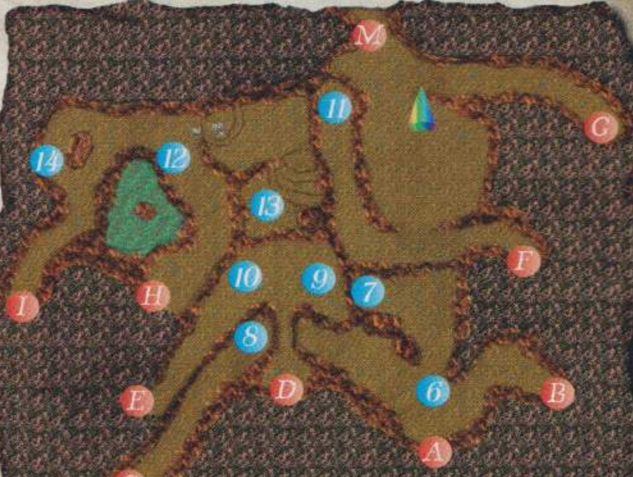
CHAMELEON

LV: 24 HP: 780
MP: 0 SP: 0
Def: 165 Mov: 61 Act: 83
Mag Def: 125
XP: 14 SC: 27 MC: 13 GP: 50

ITEMS
Purifying Herb Mirage Earring

ALSO APPEARING HERE:
Giant Crab
(see page 27)
Big Foot
(see page 27)
Twin Ogre
(see page 31)
Hammerhead
(see page 31)



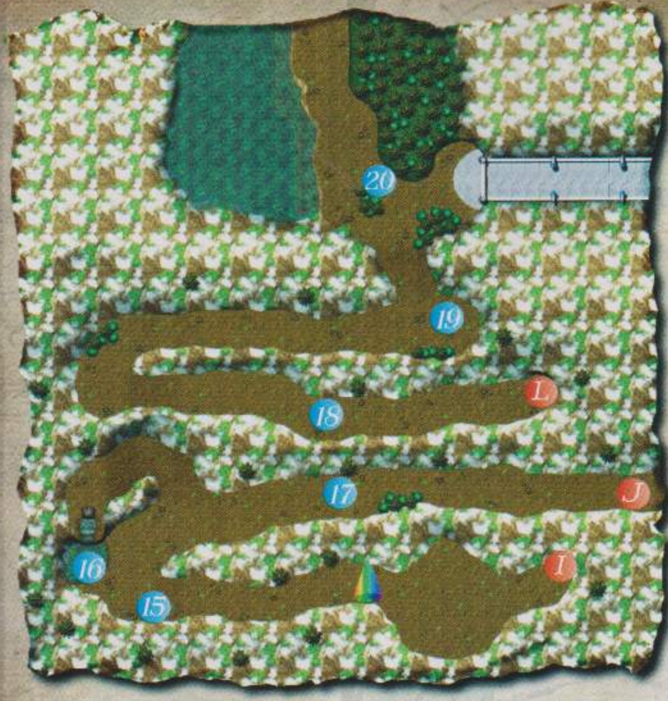


Make the Leap

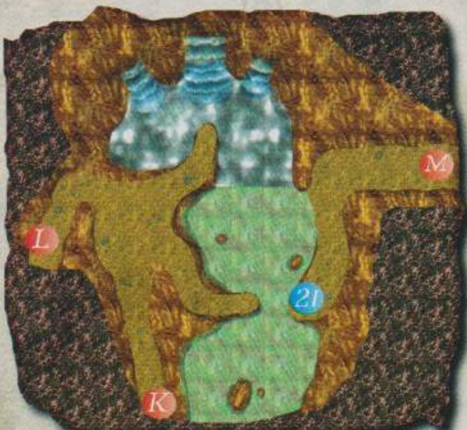
RPG meets platformer as you press **X** and leap across the rocks in front of the cascading falls. Now that takes some *serious* derring-do. Dare to do it!

Scrape Scrape THUNK

Push the rock standing near the ledge in the segment containing doorways **H** and **I** to make a staircase down to the Mach Boots. As you might expect, these kicks go fast.



HALFWAY UP



WATERFALL

ITEMS

15	500G
16	Dragonslayer Axe
17	Holy Wound Salve
18	500G
19	1500G
20	Seed of Spells
21	Battle Manicure Silver Feather Godspeed Ring

Peacetime Interludes

Mareg

Ashes... all ashes in my mouth.
This too is but a step along the path to the source of the foul SMELL that plagues me.

At the beginning of the Halfway Up area your party will set up camp for a second time in these mountains.

Stand on the northern ledge in the Waterfall area, and the camera rises to provide a spacious view of the triple gush.

This Is a Hatchet Job

It's rare in *Grandia II* to come across a devastating new weapon solely sitting, crying out *Seize me.* Have your eye on that lovely Dragonslayer Axe that's been made unreachable by the tons of force plummeting from the fall? Sure; it's a tempting display, looking all strong and appropriate for Mareg, after all. Well everyone can window-shop... but only a select few might figure out what it takes to *get.* And we're here to tell you how to pull it off. Ready? Walk around to the overhang. Stand by the rock... *and push* **X**. This, then, is a dying fall. Axe and you shall receive.

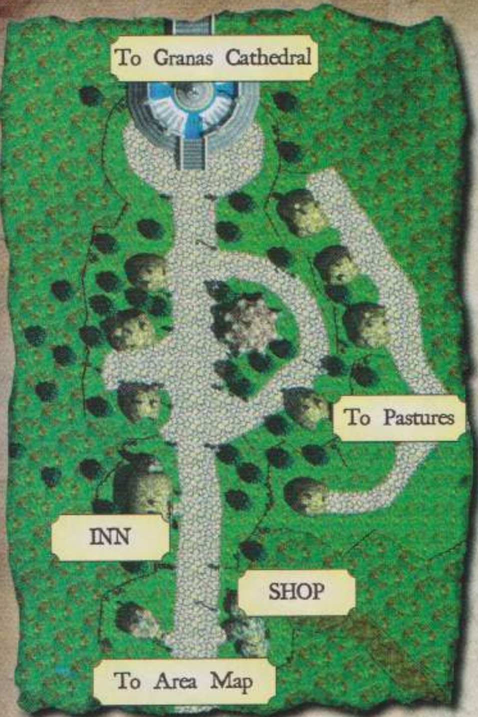
Sometimes there's definitely something that can stop the flow; here, a mammoth boulder.

The Horror of the Undesired Steam Presses

These steam-jets that burst forth from the rock in the last stretch of the Halfway Up area will not only damage whoever gets in their way; they'll also knock your party down to the lower level. Like it won't take you three seconds to walk back to your original position. Just don't make the same "mistake" a second time.

If you don't want to get knocked down, it may benefit you just to pause a moment and let the steam subside.

St. HEIM PAPAL STATE



St. HEIM PAPAL STATE

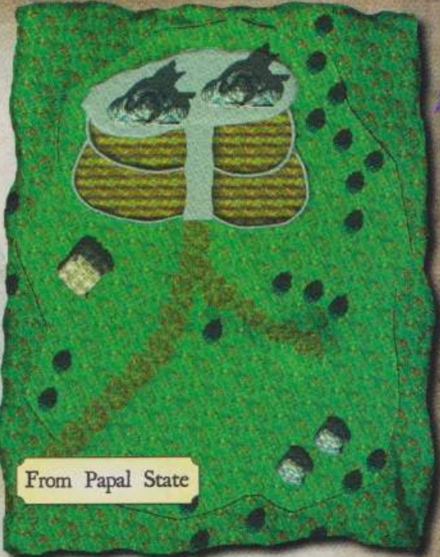
Ryudo

Does not Ryudo tire of this? Does not he want to put his fist through this book? May his suffering end quickly.

Ryudo hits the library.

Squeak-baaa!!

These Squeak-baas are too cute.



PASTURES

Arrival in the Blessed Land

You've arrived in the land of Zera: the crusade is over. The first thing you'll want to do now that you're here is have dinner at the Inn. When the messenger interrupts moments into the meal to beckon you to the Cathedral, well, follow, but not before you explore the library (read all the volumes of *The Holy Light* and *The Light of Lord Granas*), the bakery, and the pasture. Yes, the pasture... you might not find any shepherds with pan flutes, but you *will* have your first full-on squeak-baa encounter *en masse*. Enjoy.

SHOP

WEAPONS	
Claymore	3600G
Sister's Staff	3500G
Halberd	4400G
ARMOR	
Sister's Robe	4500G
Sister's Hat	1750G
Heavy Boots	800G
Healing Ring	500G
Poison Charm	250G
Sleep Charm	250G
Confusion Charm	250G

Paralysis Charm	250G
Move Block Charm	250G
Magic Block Charm	400G
ITEMS	
Wound Salve	24G
Holy Wound Salve	60G
Healing Herb	50G
Scroll of Alheal	120G
Poison Antidote	14G
Paralysis Salve	14G
Purifying Herb	40G
Torte's Reedpipe	30G

Smelling Salts	20G
Move Blessing	50G
Magic Blessing	50G
Yomi's Elixir	500G
Butter Roll	120G
Fresh Sandwich	100G
Mogay Bomb	250G
Holy Ashes	200G
Myriad Power Nut	20G
Patience Nut	20G
Sympathy Nut	20G
Swiftness Nut	20G

GRANAS CATHEDRAL

Plenty of Room for the Soul

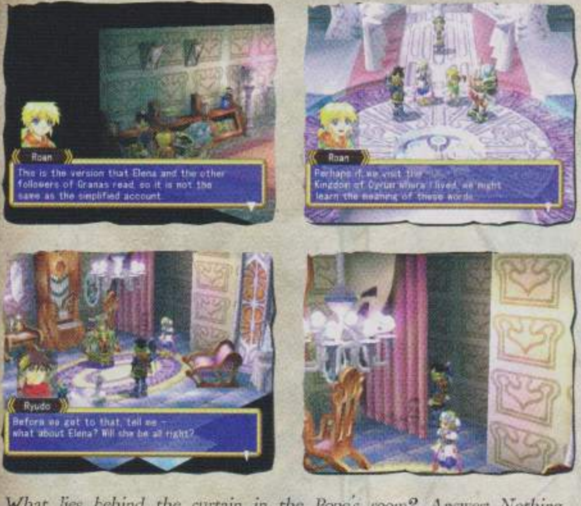
The Cathedral's architecture is yet another world-class affair; tithing for Granas must reach far and wide. There's more scripture worth perusing in the library here, so duck inside there before you head to the main corridor for your audience with Zera and Elena. Listen as his speech plays out, then follow him into his private quarters.

Containing all the lavish frills of a true holy state.

Behold, his radiant holiness, Zera Innocentius.

Guest of a Spiritual Host

Head up the library to report back to Mareg and Roan about the audience with the Pope, then lead them to your quarters. A nice little meal will be set up, but before you start inhaling biscuits, someone will scutter into the room and break some "evil" news. Head to the Cathedral Balcony to be an eyewitness. Connecting the next dot entails heading to the main room to talk to Zera where you'll receive... the Book of Priests!



Roan

This is the version that Elena and the other followers of Granas read, so it is not the same as the simplified account.

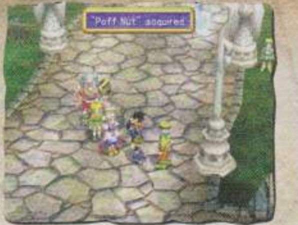
Roan

Perhaps if we visit the Kingdom of Cyrum where I lived, we might learn the meaning of these words.

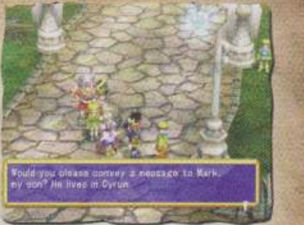
Ryudo

Before we get to that, tell me – what about Elena? Will she be all right?

What lies behind the curtain in the Pope's room? Answer: Nothing.

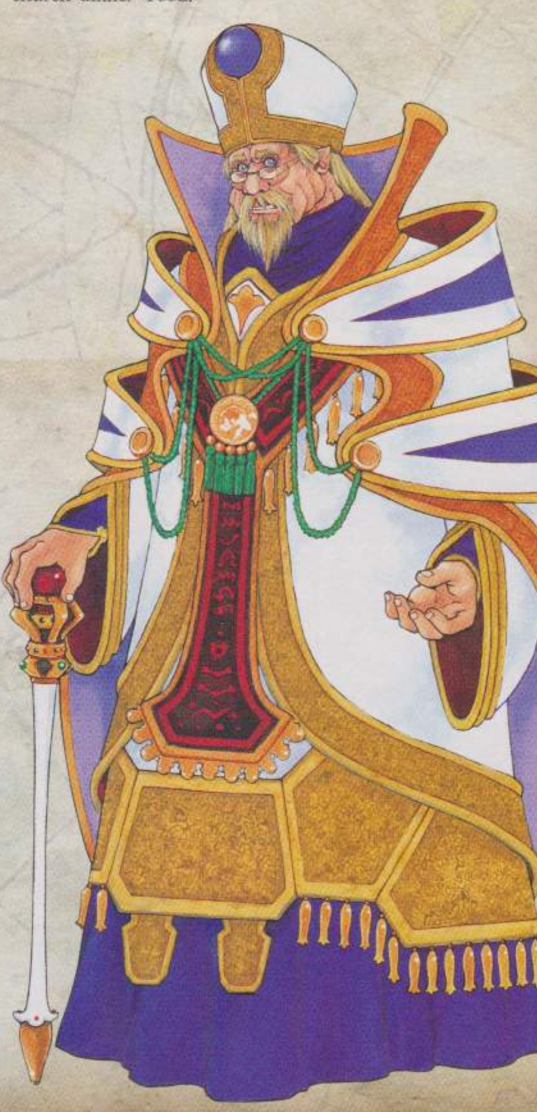


"Poff Nut" acquired

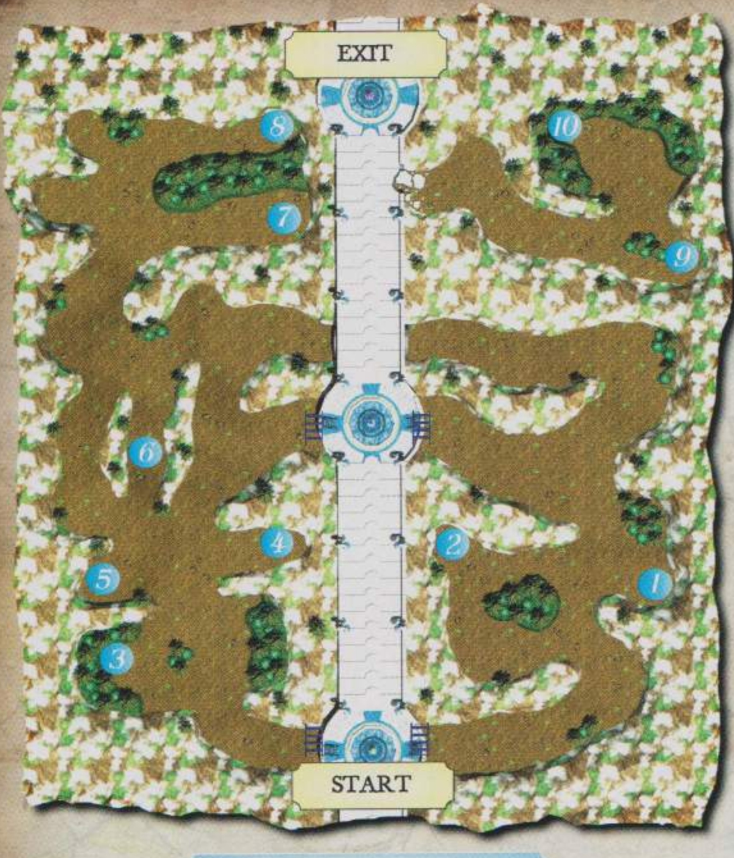


Would you please convey a message to Mark, my son? He lives in Cyrum.

Before you leave, talk to the man near the entrance. He'll ask you to convey a message to his son Mark in Cyrum, and give you a Poff Nut in exchange. Spend the Night at the Inn too before you leave. Topic of discussion: church-dinner food.



PILGRIM ROAD



PILGRIM ROAD

AREA MONSTERS

Big Foot
(see page 27)
Twin Ogre
(see page 31)
Chameleon
(see page 35)

ITEMS

① Magic Blessing
② Poisoned Knife
③ Holy Wound Salve
④ 1500G
⑤ 500G
⑥ 500G
⑦ 500G
⑧ Seed of Moves
⑨ Poff Nut
⑩ Bravery Bandana

It's well worth exploring the wilderness on both sides of this area, a beautifully constructed walkway leading from the St. Heim Papal State to the nearby Raul Hills. Unfortunately the banister of this holy promenade has fallen into ruin, but this works to your advantage: there's some heavy-duty treasure stock waiting to be inventoried on both sides. Collect from one section, then switch to another. The final portion can be explored not by using a ladder, but by simply traipsing through the rubble where the wall has given way. Of course you'll have some brushes with the wildlife, but it's nothing you haven't fought before.

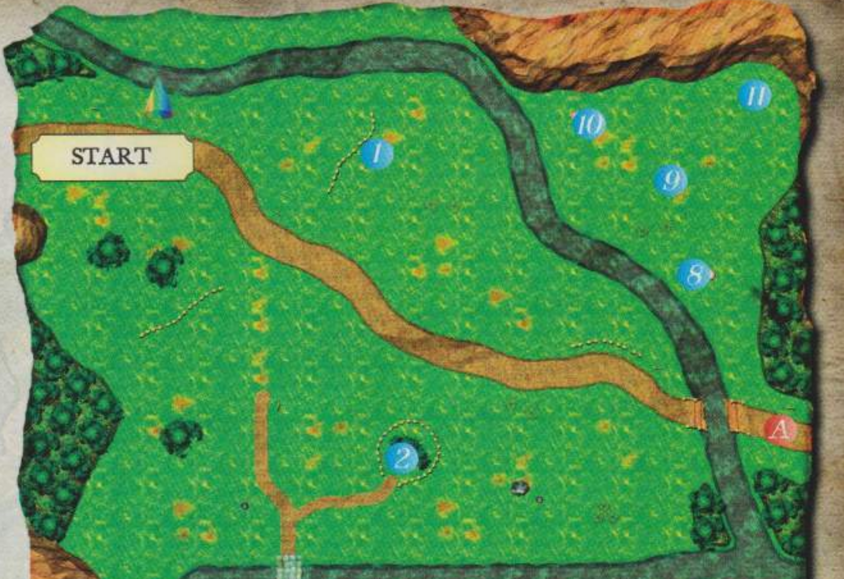
500 G acquired

"Bravery Bandana" acquired

RAUL HILLS

Let's Nuts!

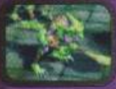
Raul Hills: a giant area in which you can run rampant in a field like kids at play, discover nutritious nuts inside of giant, unsettling pink puffs, race through a labyrinth, and even float downstream on a tiny boat. You'll actually be able to access this place again much later, but for now: "just have fun with it."



RAUL HILLS 1

AREA MONSTERS

DRAGONOID



LV: 26 HP: 960
MP: 50 SP: 80
Def: 182 Mov: 94 Act: 93
Mag Def: 132
XP: 32 SC: 31 MC: 42 GP: 63

ITEMS
Flame Stone Seed of Power

LAND COUGAR

LV: 26 HP: 1000
MP: 180 SP: 0
Def: 170 Mov: 103 Act: 112
Mag Def: 42
XP: 25 SC: 17 MC: 49 GP: 22

ITEMS
Scroll of Alheal Gale Stone

ALSO APPEARING HERE:

Twin Ogre
(see page 31)

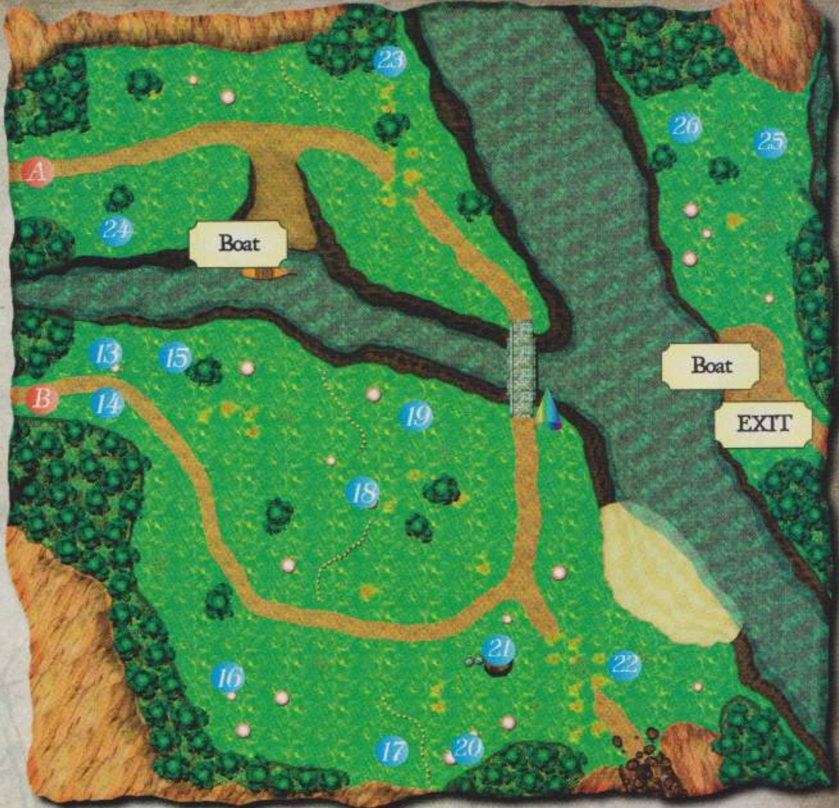
Chameleon
(see page 35)

ITEMS

① Thunder Ring
② Buster Flail
③ 1500G
④ 500G
⑤ BlackQuartz Helm

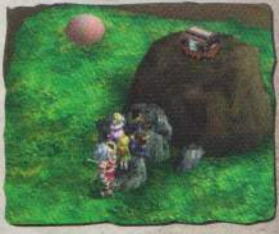
ITEMS

6	1500G
7	Earthen Cuirass
8	Golden Nut
9	1500G
10	Seed of Life
11	Exhaustion Nut
12	500G
13	Weakness Nut
14	Golden Nut
15	Seed of Psyche
16	Seed of Life
17	Myriad Power Nut
18	Gold Nut
19	Seed of Defense
20	Seed of Power
21	Quake Stone Scroll of Alheal Rage Ring
22	Revival Gem
23	Golden Nut
24	Seed of Magic
25	Golden Nut
26	Patience Nut



RAUL HILLS 2

Land Cougars: in a word, *celeritous.* Whether this is due to their inherent cougar-ness, or their casting of Runner almost every time a battle begins, you'll be seeing a lot of "Sways" in your future when your weapon tries to make contact with their miserable hides. They love casting Howlslash, too, which makes them all the more...delightful.

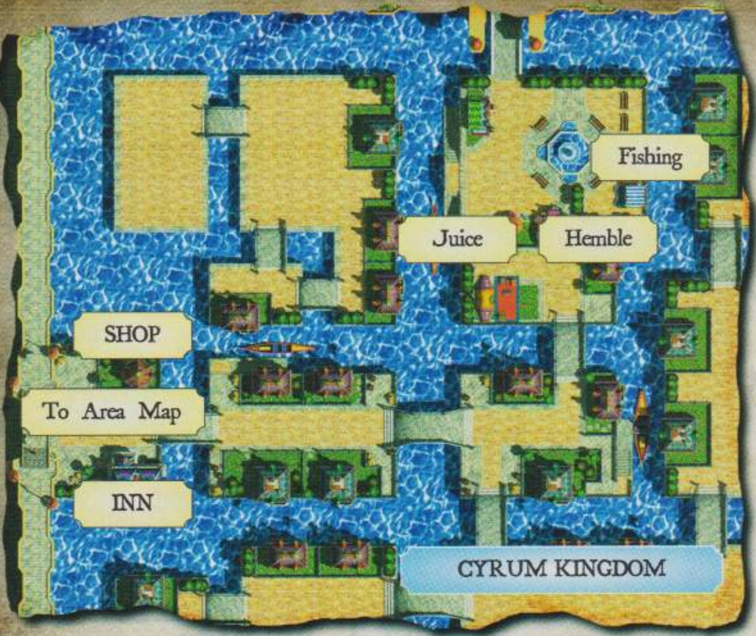


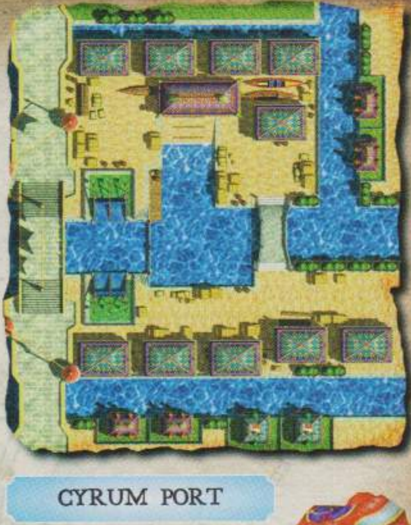
Carve steps out of these rocks, and march on up to get the only tri-treasure-trove in Raul Hills.

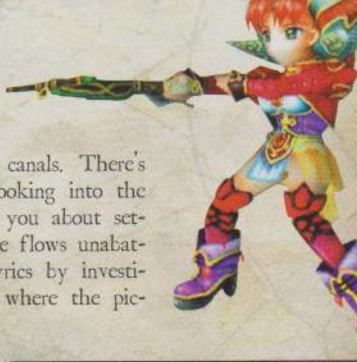
If you hunt for just one thing in the labyrinth, make it the Earthen Cuirass.

Hop on the boat and whisk away on a bracing downstream voyage to the exit.

CYRUM KINGDOM







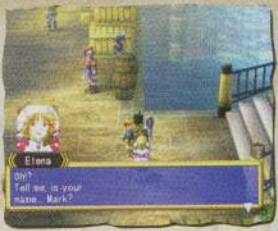
Temporary Asylum in Cyrum

The majestic kingdom of Cyrum sprawls over a complicated series of waterworks and canals. There's much to take in, but first rest up and visit the shop. When you finally do begin looking into the goings-on in town, you'll find Paella and Gonzola in the second house. They'll talk to you about setting up a troupe in the bazaar, an area in Cyrum where artistic expression and then some flows unabated. (While scouring the houses, note that you can get down with some Mau Song Lyrics by investigating the manuscript in the fourth house, near where the picture falls from the wall.)

SHOP

WEAPONS	
Shadowblade	4000G
Blazing Staff	4200G
Whirlwind Staff	4200G
Quarry Staff	4200G
Arbalest	4500G
Main Gauche	4600G
Halberd	4400G
ARMOR	
Purple Robe	4500G
BlackQuartz Mail	5500G
Wizard's Hat	2000G
BlackQuartz Helm	2200G
Magic Hi-Heels	1100G
Magical Brace	1500G
Anklet	1000G
Fire Charm	400G
Wind Charm	400G
Earth Charm	400G
Lightning Charm	400G
Blizzard Charm	400G
ITEMS	
Wound Salve	24G
Holy Wound Salve	60G
Healing Herb	50G
Scroll of Alheal	120G
Poison Antidote	14G
Paralysis Salve	14G
Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	20G
Move Blessing	50G
Magic Blessing	50G
Yomi's Elixir	500G
Flame Stone	200G
Gale Stone	200G
Quake Stone	200G
Electrum Stone	250G
Icefang Stone	150G
Powerless Nut	50G
Weaknuss Nut	50G
Exhaustion Nut	50G
Slowpoke Nut	50G

A Message from Dad

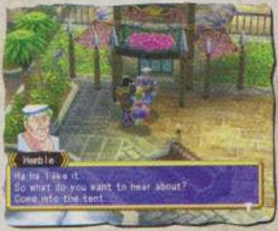

Elena
Oh?
Tell me, is your
name... Mark?

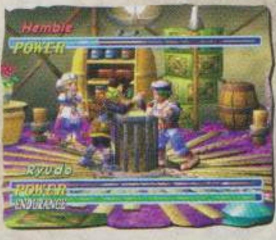
"Poff Nuts" acquired

Remember the father in St. Heim who wanted you to pass a loving word on to his son? Well, said son Mark can be found hanging out in the Port. Out of appreciation for your message, he'll give you a couple Poff Nuts.

An Encounter with Hemble

The further you wind into Cyrum, you'll eventually come to the bazaar. Now, you've probably heard a few things about a bloke called Hemble. If you amble up to this fellow (he's the one in the bona cap standing in front of a tent), Elena by your side, you'll get to come inside and shoot the breeze, paddle some palare back and forth. What's the benefit of this? Some excellent pilferings. Hemble has one eye on Skye, and Ryudo in hand when a test of strength suddenly gets pulled to the table! The game is arm-wrestling, and here's how it works. Pressing **R1** adds Power, but takes away Endurance, which you can rebuild by pushing **X** -- but at what cost? The cost of your Power: "give" gives way to "take." As Hemble will explain, you can't do both simultaneously. You'll definitely win the first round, but you're going to want to return for the real darling prizes. Step outside of the tent, and Elena will express interest in having a rest, and maybe something to drink. Ryudo is so intent on obsequiously doting on Elena that you can't say more than a few words to anyone until you hit that drink stand... but put that off for a moment and return to Hemble. The trick in beating him and winning his treasures is to always get his arm on your side; it's a downhill battle from there. Don't mash down on **R1**; you've got to be delicate on the trigger -- use your left hand on the trigger and your right to rapid-press **X** as necessary. If you push **R1** just the right way, you'll experience instances where your Endurance will increase or even stay level for a few seconds with your Power holding steady, giving you a definite edge. As such, watch the meters and always keep your Power bar filled greater than his to overpower his strength. You can retry indefinitely.


Hemble
Ha ha Take it.
So what do you want to hear about?
Come into the tent



"Glass Slippers" acquired

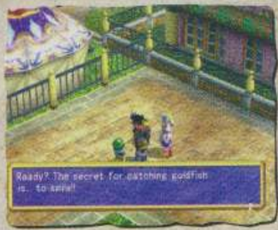
Hemble
Grrrrrrryaaahh!
OK... That's it. I can't beat you...

Prizes from Hemble
1. Revival Gem
2. Hero's Elixir
3. Silver Freeze
4. Gold Feather
5. Glass Slippers

Smiling for Fishies

Go to the fish stand, and win a Poff Nut by "smiling" at the fish -- of course you'll need to talk to the little girl at the beginning of the bazaar to learn so fierce a strategy before it can be executed. Ryudo's totally inept at the game, but if you go with Elena and let her give it a try, you'll catch one and get a Poff Nut. Millenia's a born natural at the game, and letting her flash a grin will also result in nabbing another Poff Nut.

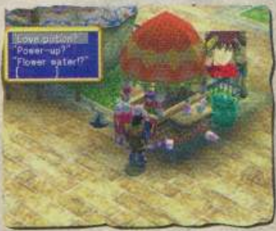
"Poff Nut" acquired


Ready? The secret for catching goldfish
is... to smile!

This little girl's advice on fish is not necessarily to be thrown back into the water...

That Is Some Fresh Juice

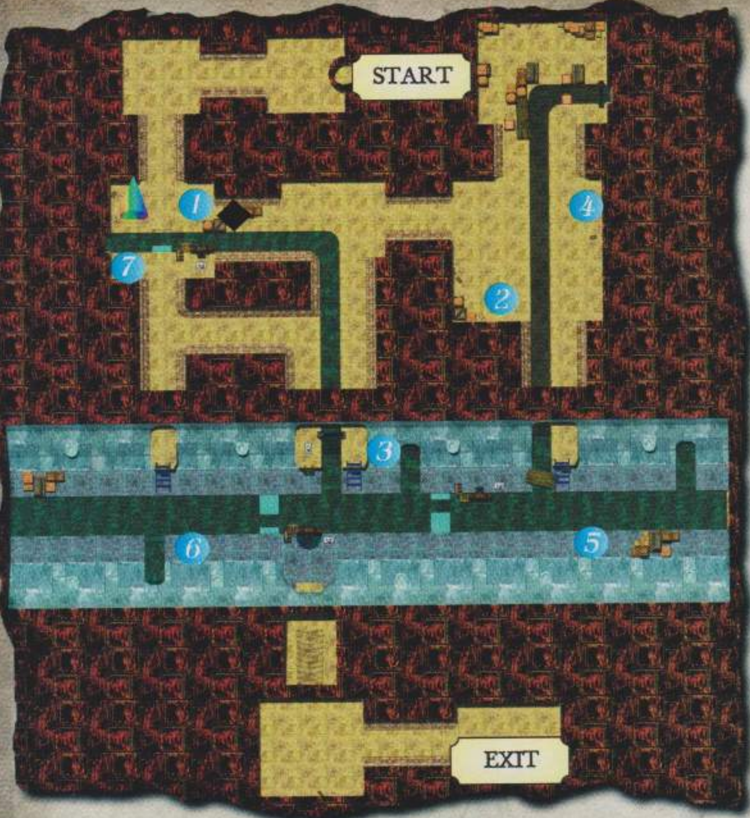
At the juice stand, pick the fourth drink, which is represented by a blank space. It's Cyrum Palm Juice, and when you bring it back, you'll find it isn't Elena you're presenting it to anymore...


"Love potion?"
"Power-up?"
"Flower water!?"
[ ]

Punting to the Castle

Walk to near the entrance of the bazaar to watch the Mau troupe perform. Roan and Mareg will resurface, and you'll learn about the trouble in the castle that makes your immediate presence there so imperative. Speak to the guard near the boat, and climb aboard. It's off to the Castle now.

CYRUM CASTLE



CYRUM CASTLE

AREA MONSTERS

SKULL SNAIL

LV: 27 HP: 920
MP: 150 SP: 110
Def: 168 Mov: 51 Act: 73
Mag Def: 144
XP: 30 SC: 25 MC: 46 GP: 15
Weak vs. Fire, Strong vs. Ice

ITEMS

Icefang Stone
Bone Harp

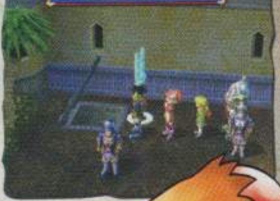
ALSO APPEARING HERE:

Chameleon
(see page 35)

Dragonoid
(see page 40)

Storming the Castle

The door around the side is locked, so just go along with what Paulk says and drop down the hatch. You've got a dungeon-level to trawl through before making it to the royal chambers.

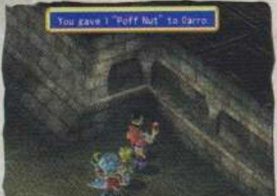


ITEMS

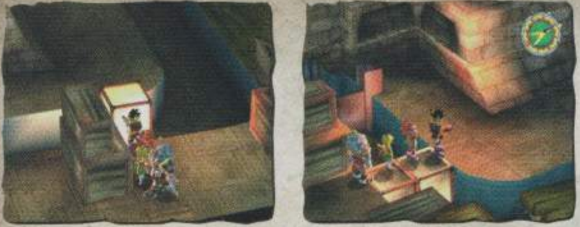
1	Move Blessing
2	2100G
3	Lightning Tiara
4	Electrum Stone
5	Silver Feather
6	700G
7	Magical Brace

Carro Lights Up the Mood

See Carro? Give him three Poff Nuts and he'll light up and attach himself at waist-level on Ryudo. This makes for some nice illumination, but not really much else. Therefore, if you don't have enough Poff Nuts, don't sweat missing this trick. Trudging through damp sub-Cyrum, Carro on hips, you've found the second and final use for Poff Nuts in the entire game.



You gave 1 "Poff Nut" to Carro.

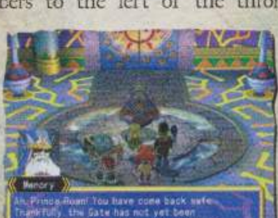


Simply put, you'll want to push the box to cross over the waterway.

The Cogs Behind the Seams

Some involved lever pulling here. Basically whenever you see the mechanism jutting up from the ground, give it a pull with **X** to make water rise and your pathways accessible. Eventually you'll spot one on a precipice whose ladder allows no shimmying, as it's been twisted to pieces, so you'll have to come around and backtrack around and behind to get at it, which should only take a few seconds. Pull it to raise the water level, which makes the big cogs turn, opening the gate to the upstairs. If Carro came along for the ride, he'll scurry back into the hole before you exit this area.

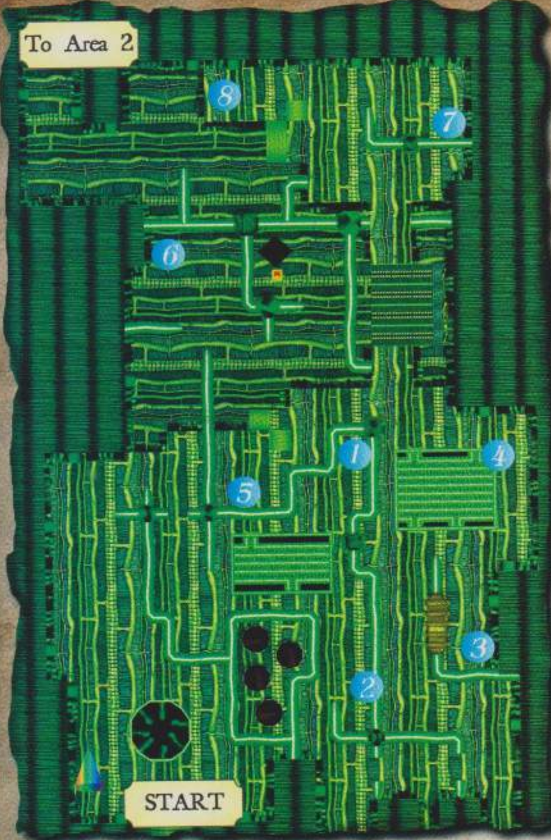
Now that you've emerged upstairs, head on in to the room on the right after you've restored and saved. There you'll meet sagely old Menory who will clue you in on some of the doomy bodings of recent events. From there, check out the lobby, then head to the king's chambers to the left of the throne room and talk to the old monarch. Some explosive events are about to occur, with Roan now deeming it apropo to explain at this point why the Cyrumeans refer to themselves, most perplexingly, as "the People of Darkness." This all said and done, go downstairs and through the unlocked gates. The underground canals weren't the castle's only subterranean secret...



Menory

Ah, Prince Roan! You have come back safe. Thankfully, the Gate has not yet been opened. Yet I feel a strong power behind it.

UNDERGROUND PLANT



UNDERGROUND PLANT 1

Productivity in the Plant

Welcome to the Underground Plant, appropriately named and appropriately colored. The first area is a relatively easy affair. Just wind further through its walled off sectors until you come across a console from which juts a heavy switch. Pull it down with **X** to make the long rollers tumble into position and create a crosswalk for your party to navigate to the exit.

ITEMS

1. Icefang Stone
2. 700G
3. Soul Eater
4. Paralysis Salve
5. 700G
6. 2100G
7. Mana Harp
8. Move Blessing

Pipe Nightmares

Area 2 consists of a twisting network of pipes over which you'll have to scram and use to loop around -- just follow the map. The mauve-maroon ones are all you have to worry about; the blue ones are just background dressing and are inaccessible. Map or not, though, if you happen to lose your bearing just follow the arrows painted on the pipes to get a general idea of where to go.

AREA MONSTERS

WARP WARRIOR

LV: 27 HP: 850
MP: 0 SP: 280
Def: 194 Mov: 62 Act: 78
Mag Def: 136
XP: 28 SC: 59 MC: 3 GP: 41
Weak vs. Earth, Strong vs. Fire

ITEMS

Move Blessing Dark Ring

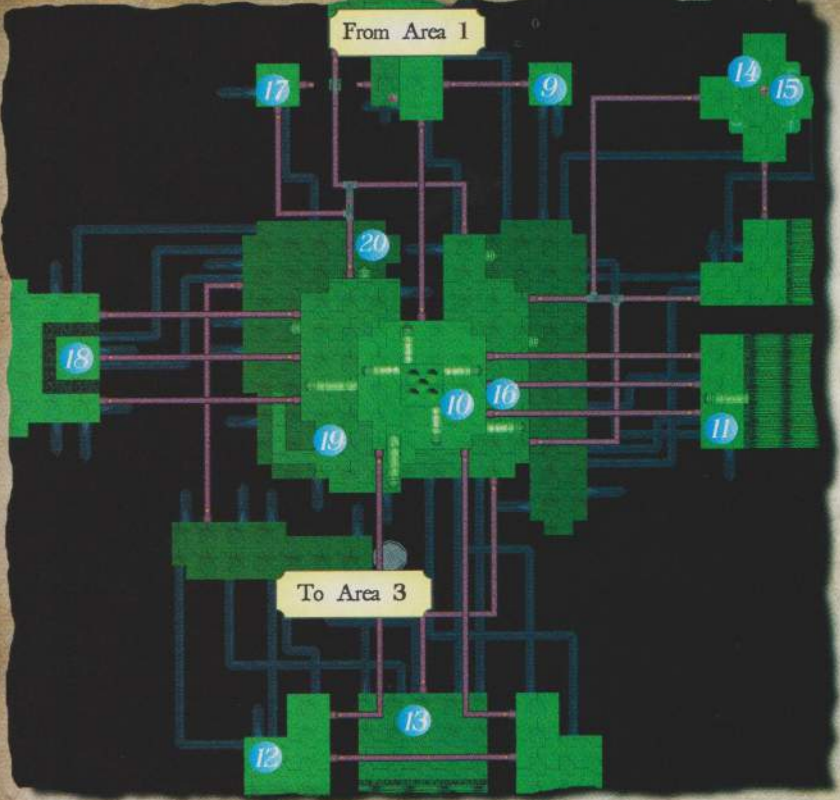
VEIN BRAIN

LV: 28 HP: 800
MP: 130 SP: 0
Def: 153 Mov: 80 Act: 116
Mag Def: 196
XP: 17 SC: 8 MC: 65 GP: 72
Weak vs. Fire, Strong vs. Lightning

ITEMS

Electrum Stone Seed of Magic

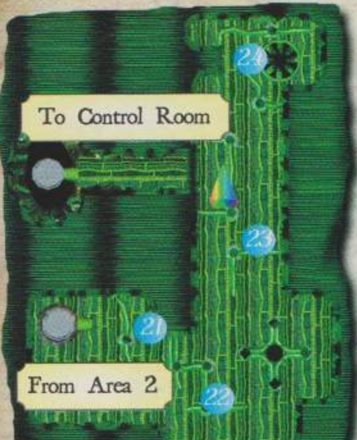
ALSO APPEARING HERE:
Dragonoid
(see page 40)
Skull Snail
(see page 44)


From Area 1
17
9
14
15
20
18
16
10
19
11
To Area 3
13
12

UNDERGROUND PLANT 2

ITEMS

9	Dynamite
10	Revival Gem
11	2100G
12	700G
13	Forbear Necklace
14	700G
15	Paralysis Salve
16	2100G
17	700G
18	Fine Broadsword
19	Flame Stone
20	Miracle Elixir


24
To Control Room
23
21
From Area 2
22

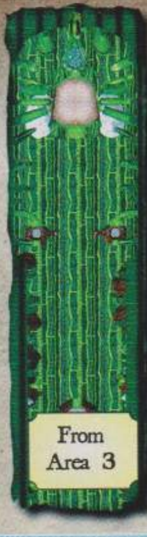
UNDERGROUND PLANT 3

The switch in the northeast will alternately block and unblock the two routes via a series of bars. Get the 700G first, then give it a flick and get the Paralysis Salve before heading to the now-open western route.

Press this switch, and the huge pipe will rotate your way. Cross on over.

Near the save point in Area 3 you need only pass near the westernmost wall to make it slide open, revealing a passage into the Underground Factory's Control Room.

21	Holy Wound Salve
22	700G
23	2100G
24	Warp Shoes



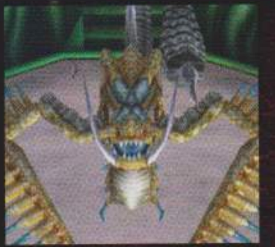
CONTROL ROOM

Head to the King's Room once back inside the castle. Words will fly, passions will run high; here at the heart of the matter wafts the infamous stink that's been making Mareg's blood boil. You'll be forced to fight Melfice, but nothing you do can advance your party into the triumph of victory. You just need to stay alive here, attacking and healing, until this most disagreeable of siblings unleashes his final attack, the Wailing Soul Slash. It's a tour-de-force of death. The smell of "defeat" will now linger in the air.

Demon Horde Slash

BOSS

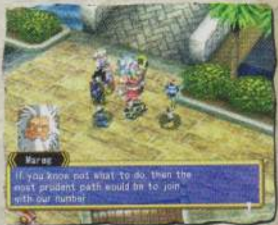
VALMAR'S CLAW



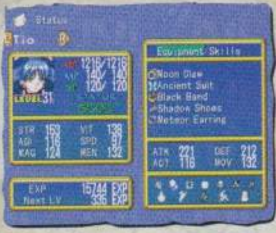
BODY
LV: 35 HP: 14000
XP: 1000 SC: 2400
MC: 1200 GP: 0
RIGHT ARM........HP: 8000
XP: 0 SC: 0 MC: 0 GP: 800
LEFT ARM..........HP: 9000
XP: 0 SC: 0 MC: 0 GP: 2100

Another piece of Valmar, sure enough, but not as difficult as the Eye. While there's no need for any hardcore mass-healings to be put into effect on every turn, you'll still want to watch out for some of the bigger attacks, like the main body's Tail Piercer, or the terribly unclean Avenging Claw which will squeeze a party member to bits. Counter these death-attempts with castings of Quake or Tremor to reduce this Claw-thing to more of a hangnail HP-wise. But don't underestimate its last-hurrah tactic in the way of the Infernal Sigh: this can strike several party members at once... but since it's pretty weak, you probably can still go on underestimating if you feel so inclined. Towards the end just use simple Critical attacks to cancel. You'll receive the **Mana Insignia** from the Right Arm and the **Book of Gales** from the body proper.

Exit out the castle lobby's front door to get back to town. Hanging around outside is the glaze-eyed Automaton you met in the Plant. It turns out her name is Tio; you'll be even further acquainted in time, as she joins up with your party at that instant. Return to the Inn for a charming series of introductions with *Grandia II*'s latest and final party member.



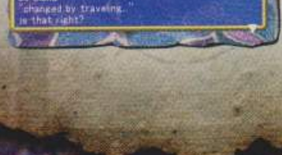
If you know not what to do, then the most prudent path would be to join with our number



LEVEL 31
1216/1216
140/ 140
120/ 120
STR 153 VIT 138
AGI 116 SPD 97
MAG 124 MEN 132
EXP 15744 EXP
Next LV 336 EXP
Moon Claw
Ancient Suit
Black Band
Shadow Shoes
Meteor Earring
ATK 221 DEF 212
ACT 116 MOV 132

Before you ship off with the unsurly Captain Bakala, you should travel to the St. Heim Papal State and to Mirumu for some new conversation with the locals, as (with the exception of St. Heim), you shall never return. You can spend the night in St. Heim for another charming Tio discussion, this time about "having a heart," and again in Mirumu to find out "how change is good."

My son sent me a letter.
It said: "Hang in there, Dad"
Thank you so much for your help!

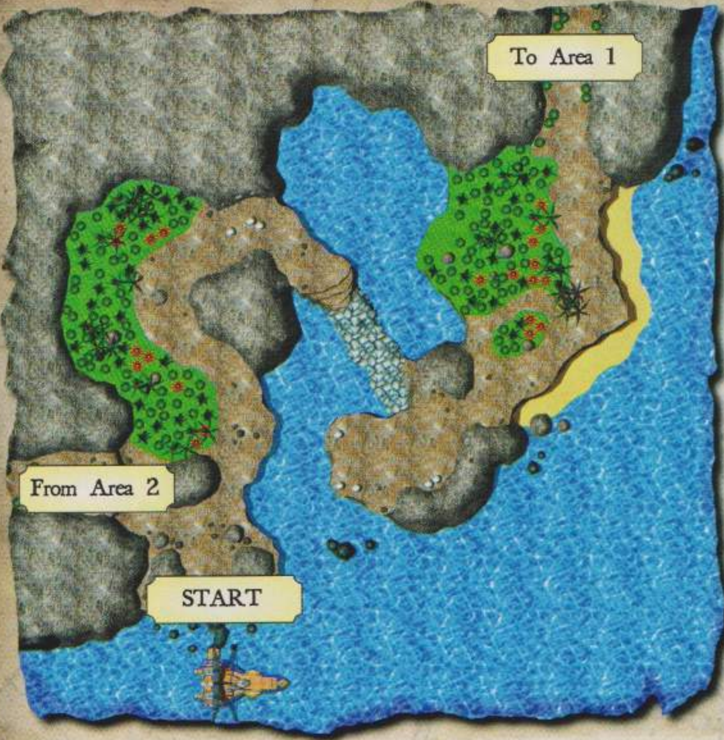


So Elena
"changed by traveling..."
is that right?

Ready to set sail? Then ahoy, children of the world! Stock up on Electrum Stones if you can (a man in the harbor is right on giving this advice), because water-based creatures, quite sensibly, are scared pellet-less of lightning. Then talk to Bakala and hit the high -- very high -- seas.

Capt. Bakala
So, my ship here be
ready when you are.
We can shove off any time you wish!

CECEILE REEF



CECEILE REEF, POINT

All's Calm on a Clean Beach

Ryudo

OK, OK, we may have stumbled across something important, but the princess needs her beauty sleep

Ceceile Reef is a beautiful stop and one well made -- all gently lapping waves, harmonious bird twitters, and fresh salty air. But soon enough while exploring its resources, you'll notice interesting pearl-shaped forms a short way down the path. Probably nothing to get worried about, right? Sure. The party will set up a nice camp in the area, which affords everyone brief respite on stable ground, and Ryudo the opportunity to find Elena and enjoy a heartfelt interlude.

Foiled Again! Bah!

An interlude that will be sorely interrupted by yet another monster-attack ambush. This time it will be a couple of dirty Crimson Claws. The only strategy here is to kill them in your favorite manner. Afterwards, you'll find that the tide is high, a clean path back to the ship temporarily eradicated. You'll have to move on, in the opposite direction, and spiral all the way around the Reef.

AREA MONSTERS

CRIMSON CLAW

LV: 30 HP: 1230
MP: 0 SP: 170
Def: 212 Mov: 71 Act: 92
Mag Def: 108
XP: 31 SC: 41 MC: 28 GP: 65
Weak vs. Lightning, Strong vs. Earth

ITEMS
Patience Nut
Blessing Scroll

SCALY WARRIOR

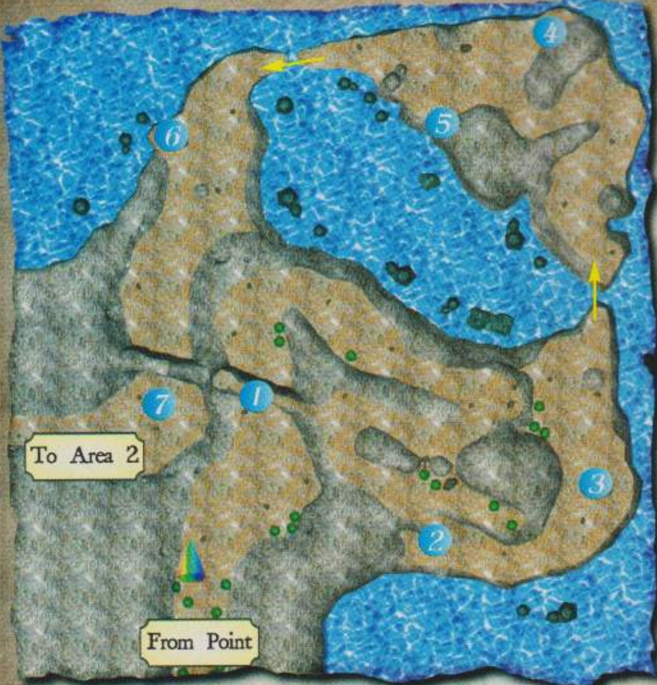
LV: 30 HP: 1160
MP: 0 SP: 230
Def: 195 Mov: 41 Act: 103
Mag Def: 124
XP: 45 SC: 51 MC: 23 GP: 93
Weak vs. Lightning

ITEMS
Holy Wound Salve
Seed of Moves

FLAME TOAD

LV: 30 HP: 940
MP: 0 SP: 0
Def: 178 Mov: 100 Act: 87
Mag Def: 118
XP: 35 SC: 20 MC: 32 GP: 18
Weak vs. Lightning/Ice,
Strong vs. Fire

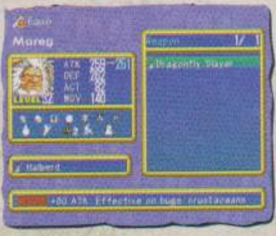
ITEMS
Dynamite
Pretty Bracelet


4
5
6
7
1
To Area 2
3
2
From Point

CECEILE REEF 1

ITEMS

1. Dragonfly Slayer
2. Gale Stone
3. 1000G
4. Scroll of Alheal
5. Flame Shoes
   Flame Bandana
   Flame Armor
6. 1000G
7. Healing Fruit

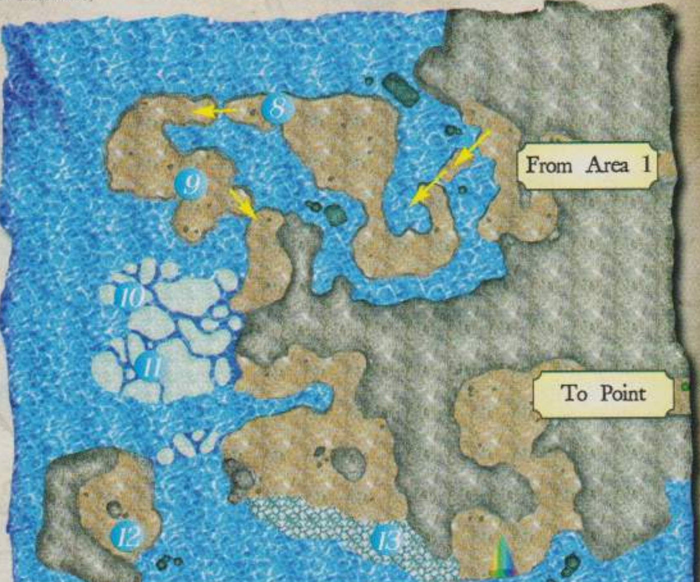

Mareg
ATK
DEF
ACT
MOV
Weapon
1/ 1
Dragonfly Slayer
Halberd
+80 ATK. Effective on bugs crustaceans

385
Play Fair

Watch it -- those filthy Crimson Claws will spring out from their nest holes at the beginning of Area 1, down onto your head in true *Grandia*-crustacean fashion. Once you find the Dragonfly Slayer for Mareg, you'll really start to cut through their ranks 'n flanks: this axe can do between 380 and 650 points of damage to anything in a shell. Alternate between this weapon and his regular axe as suited. (Sure this rigmarole takes a couple seconds, but it makes sense since you'll want to get these battles over with as quickly as possible, due to the sheer number.)

ITEMS

8. 1000G
9. 3000G
10. Coral Necklace
11. Lullaby Staff
12. Mermaid Harp
13. Electrum Stone


8
9
From Area 1
10
11
To Point
12
13

CECEILE REEF 2

The little realm of bumpy, half-submerged ground in Area 2 holds the Lullaby Staff and the Coral Necklace. You need to say "yes" to this equipment, and "no" to the sand-caked monsters hopping around nearby.

Capt. Bakala

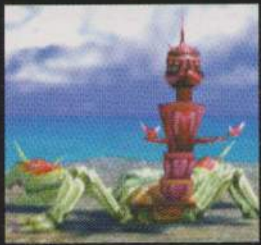
You made it back just in time!
The wind be blowing just right now!

Return to the Point to reteam with a rather cavalier Captain Bakala. You've come full circle, and now it's time to depart... and to learn why "she" is called "the 50/50."

Break out the shallots, 'cause this savory "Tail" is going on the hibachi!

BOSS

CRIMSON TAIL

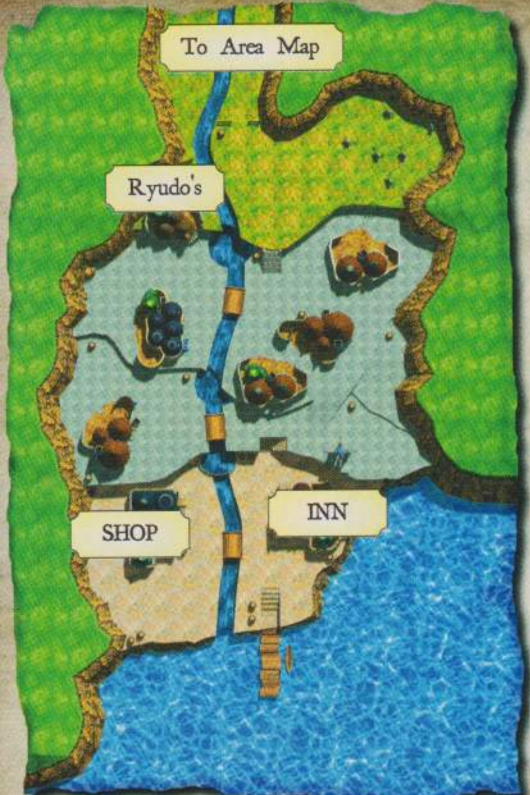


CRIMSON TAIL (x2)
LV: 36 HP: 9800
XP: 250 SC: 1200
MC: 300 GP: 1000

(All figures correspond to one Crimson Tail and do not represent the total between the two.)

Not an easy battle, but likewise not an impossible one. Remember the advice given to you before leaving Cyrum, and use the Electrum Stone you should have picked up on the way to this fight. Continue the electric theme with Ryudo's Purple Lightning, which can exact almost 2000HP of damage onto one of these crust-mongers. Their Scissors Storm can do a very undesirable amount of damage back at you, but just cancel it if you see it coming. Finish up (or start things off, if you'd rather) with Elena's White Apocalypse. The treasure here is the magic-packed **Soul Egg**.

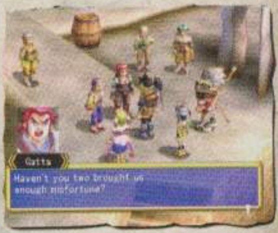
GARLAN VILLAGE



GARLAN VILLAGE

Ambivalent Homecoming

From the moment you step foot into Garlan, it's apparent that this is a dusky, cozy little cove of a village. What isn't apparent (until you speak to the first townsperson) is the animosity that sits so at odds with the town's welcoming ambience. Once the Village Chief confronts Ryudo, things are made quite clear that your party's presence is simply not wanted.



Gatta

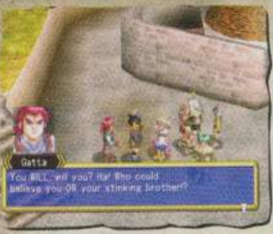
Haven't you two brought us enough misfortune?

SHOP

WEAPONS	
Fine Broadsword	4500G
Sword of Mikage	6900G
Silver Flail	6800G
DreadBow	7400G

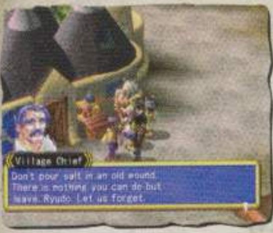
ARMOR	
Mithril Dress	8000G
Warrior Mail	8500G
Mercury Bandana	3200G
Battle Helm	3400G
Warrior Leggings	1400G
Talisman	1500G
Crescent Jade	1500G

ITEMS	
Holy Wound Salve	60G
Healing Fruit	100G
Scroll of Alheal	120G
Healing Incense	400G
Poison Antidote	14G
Paralysis Salve	14G
Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	30G
Move Blessing	50G
Magic Blessing	50G
Yomi's Elixir	500G
Grail Fruit	120G
Makibishi	150G
Dynamite	240G
Silence Lute	250G



Gatta

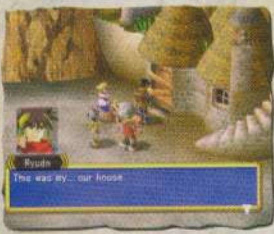
You BILL, will you? Ha! Who could believe you OR your stinking brother!?



Village Chief

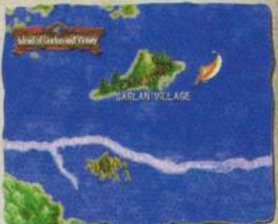
Don't pour salt in an old wound. There is nothing you can do but leave, Ryudo. Let us forget.

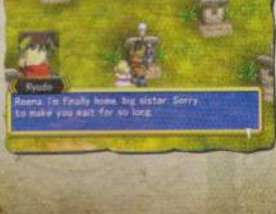
Have a chat with everyone around to soak up all those acrimonious vibes, then talk to Gatta (ex-best-friend turned number one Ryudo nay-sayer) and the Chief. In the north-west sits an old boarded-up structure that was once home to a younger, more rambunctious Ryudo. Mareg will take Tio to the Inn and leave you and Elena alone for some somber-time and another distasteful brush with Gatta. Once things simmer down, read the epitaphs in the graveyard to get a sense of the history of both the village and Ryudo.



Ryudo

This was my... our house



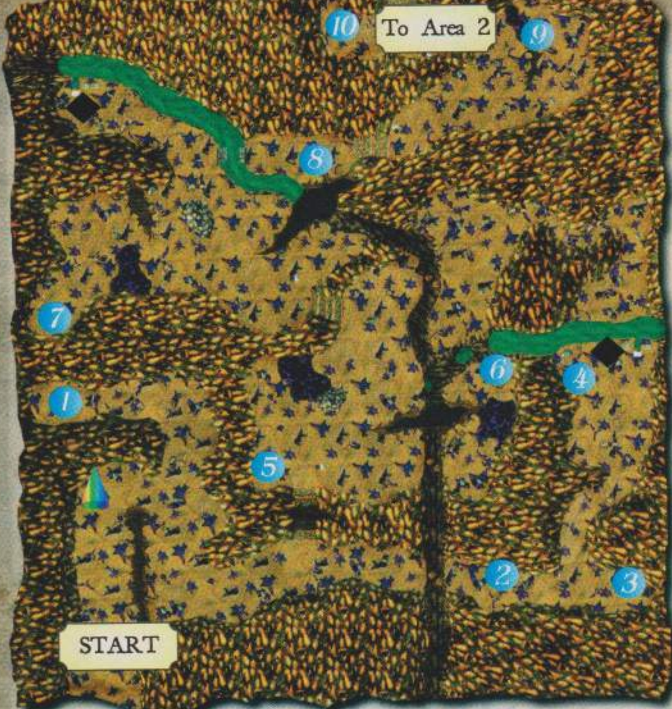


Ryudo

Reena, I'm finally home, big sister. Sorry to make you wait for so long.

Return to the Inn, where you'll reconvene with Mareg and Tio. Shortly after resting you'll find out that you need to head to Grail Mountain; this location and Garlan are the only spots to visit on this tiny isle.

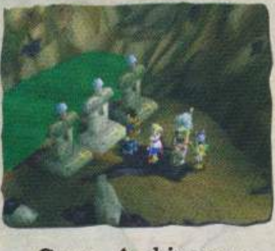
GRAIL MOUNTAIN



MOUNTAIN ROAD 1

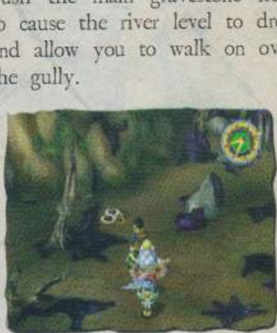
ITEMS

1. 1000G
2. Makibishi
3. 3000G
4. Double Moon
5. Face Paint
6. Mars Talisman
7. Potion of Azure
8. Grail Fruit
9. Healing Fruit
10. 1000G



Grave Architecture

Push the main gravestone here to cause the river level to drop and allow you to walk on over the gully.



The Double Moon is a must-have for Tio if her Attack level is ever to increase.

AREA MONSTERS

MAN-EATING TREE

LV: 31 HP: 1340
MP: 0 SP: 140
Def: 240 Mov: 72 Act: 76
Mag Def: 82
XP: 54 SC: 63 MC: 51 GP: 70
Weak vs. Fire

ITEMS

Healing Incense
Divine Talisman

CLAY BIRD

LV: 32 HP: 1800
MP: 140 SP: 150
Def: 221 Mov: 79 Act: 101
Mag Def: 133
XP: 72 SC: 89 MC: 127 GP: 119
Weak vs. Wind, Strong vs. Earth

ITEMS

Scattering Stone
Silver Feather

PIT VIPER

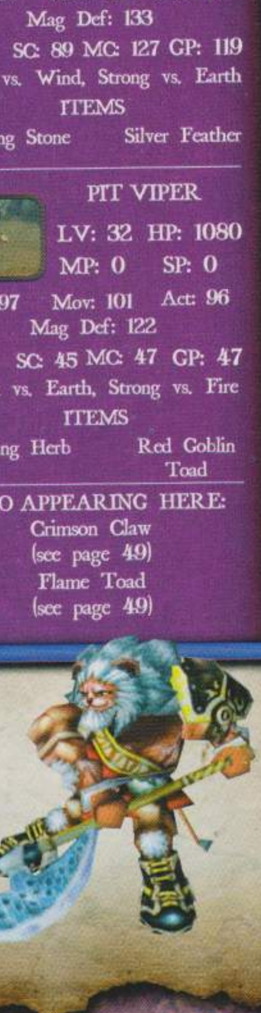
LV: 32 HP: 1080
MP: 0 SP: 0
Def: 197 Mov: 101 Act: 96
Mag Def: 122
XP: 52 SC: 45 MC: 47 GP: 47
Weak vs. Earth, Strong vs. Fire

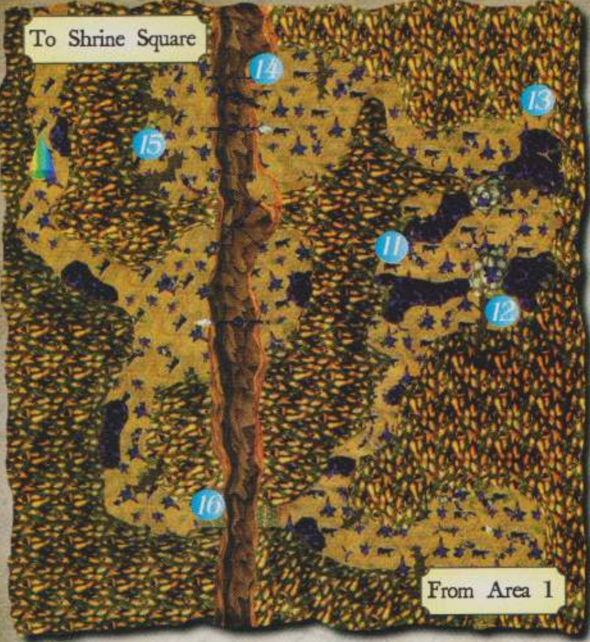
ITEMS

Purifying Herb
Red Goblin Toad

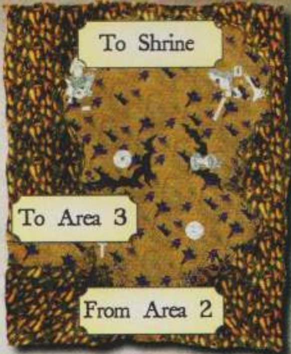
ALSO APPEARING HERE:

Crimson Claw
(see page 49)
Flame Toad
(see page 49)

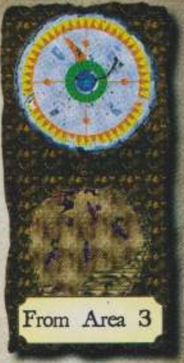



To Shrine Square
14
13
15
11
12
16
From Area 1

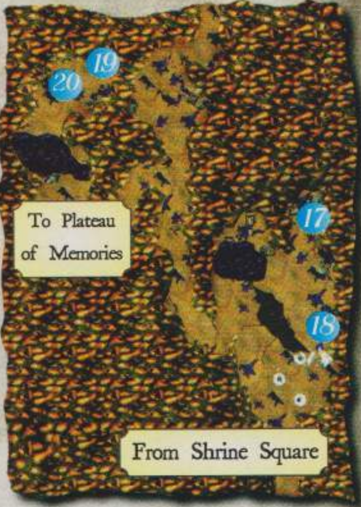
MOUNTAIN ROAD 2


To Shrine
To Area 3
From Area 2

SHRINE SQUARE



SHRINE


20
19
To Plateau of Memories
17
18
From Shrine Square

MOUNTAIN ROAD 3

They Are Man Eaters

The Man-Eating Tree can be quite an unpalatable specimen. Needless to say, fire works quite well in killing these things off before they're able to do any real damage (cf. the detestable Apple Hurl attack, which is a big and unpleasant hitter). Much of the time when you encounter these Trees you'll find that their positions are quite dispersed, prohibiting a kill-em-all single casting of Burnflame. If this is the case, have the first party member up to bat cast Gravity to bring them close, then burn them up with the aforementioned Burnflame, or even two Dynamites.

ITEMS

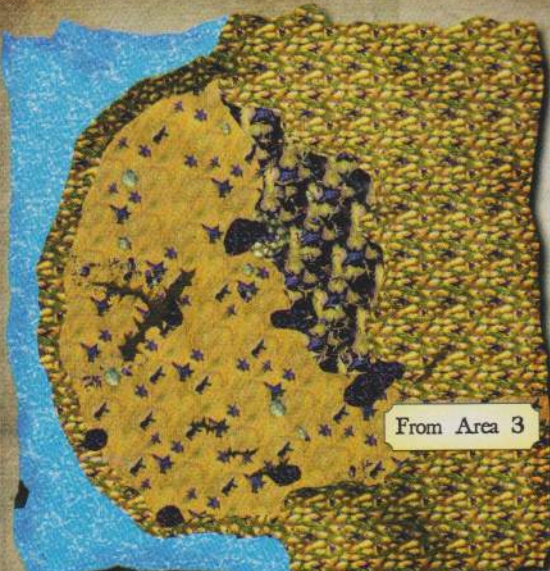
11	3000G
12	Dark Armor
13	Grail Fruit
14	Flame Shoes Flame Bandana Flame Armor
15	1000G
16	Dynamite
17	Grail Fruit
18	Fairy Ribbon
19	Gold Feather
20	1000G

Purple muck makes the going slow... and opens you up to easy enemy surprise attacks.

The steam will blast you, so check yourself! Not too thoroughly, though, as the damage is minimal at best.

Don't forget to pick up the Dark Armor in Area 2.

Push the graves in the northwest to make the river sludge lower and cross the ruins of the broken bridge to the other side.



PLATEAU OF MEMORIES

These purple vines seem to look sturdy enough... until a few steps over on two of them, and a bunch of chunks break off into the chasm. Don't worry, you'll go unharmed (as the remaining pieces stay strangely stiff), but your route will be detoured, if only by a few seconds.

to GRAIL MOUNTAIN SHRINE

Once in the mysteriously vacant Shrine Square, enter the edifice of its namesake, the Shrine. Had a good look? Confused, perhaps? Right then, now leave the Shrine... and you'll spot Melfice. Had a good look? Still confused? Chase him into Area 3! The showdown begins *now*.

BOSS

MELFICE

BODY
LV: 40 HP: 19000
XP: 1500 SC: 3600
MC: 1800 GP: 0
SWORD...............HP: 11000
XP: 0 SC: 0 MC: 0 GP: 0
REGENERATOR...HP: 13000
XP: 0 SC: 0 MC: 0 GP: 0

First off, use the Gold Feather you just found to raise everyone's ACT level. Follow up with White Apocalypse from Elena, while you put two people on the duty of casting Allhealer -- you'll be receiving an unhealthy amount of damage in mere moments. And that's because Melfice performs more Demon Horde Slashes than you can shake a stick at, what with his incredible ability to blaze through the IP gauge. So slow him down with Freeze, and use Strain to counteract his many Wow!s. Straight Combo Attacks do **0** damage to his Sword (which, otherwise, you should try to take out ASAP), but it might be best to stick to such a tactic on the Regenerator once it gets low. His big trick is the Evil Horn Attack (which will do **1000** HP of damage to all members)! This in mind, cancel him as much as you can toward the end. The Sword will give up itself (?), the **Maken Valborg**, for treasure, the Regenerator the **Book of Swords**, and Melfice the awesome **Soul of Asura** (which gives the wearer two extra Combo attacks).

Face the wrath of the Evil Horn!

And the fury of the Demon Horde Slash!

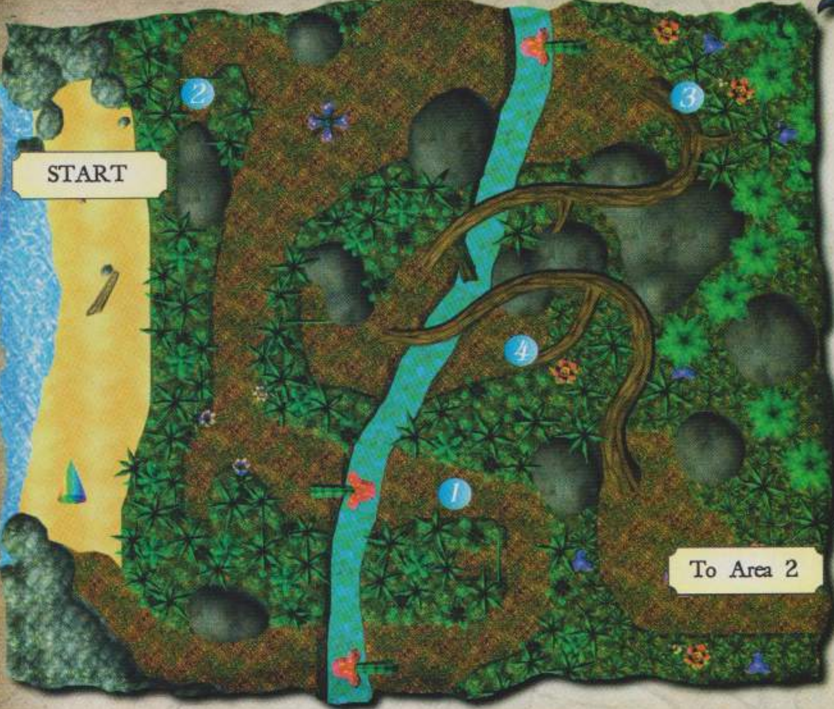
Anyway, I'm FINE, all right?! Really... I mean it. I'm F-I-N-E! What? Do I look awful or something? Sheesh.

After all the events play out, Gatta will try to make peace by giving Ryudo the "Friends Necklace." (Aww.) Spend the night in the Inn to learn about the love of family, then sail off for the Continent of Arachna.

Capt. Bakala

Ha! That be how a MAN looks, Ryudo! So, where we be heading now? The ship be itching to set sail

GHOSS FOREST WEST



GHOSS FOREST WEST 1

AREA MONSTERS

GIGA MANTIS

LV: 34 HP: 1460
MP: 0 SP: 0
Def: 218 Mov: 80 Act: 88
Mag Def: 102
XP: 42 SC: 49 MC: 16 GP: 53
Weak vs. Earth, Strong vs. Lightning

ITEMS

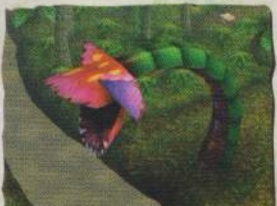
Healing Fruit	Dragon Bone Helm

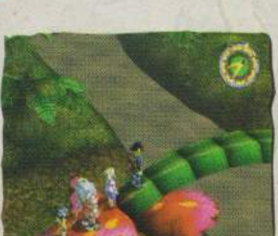
ALSO APPEARING HERE:
Scaly Warrior
(see page 49)
Flame Toad
(see page 49)
Pit Viper
(see page 54)

ITEMS

1. 3000G
2. Aromatic Root
3. Healing Incense
4. Sylph's Robe

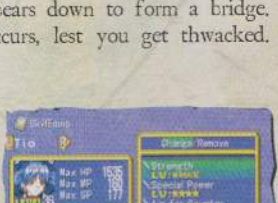
Let's Get Organic!





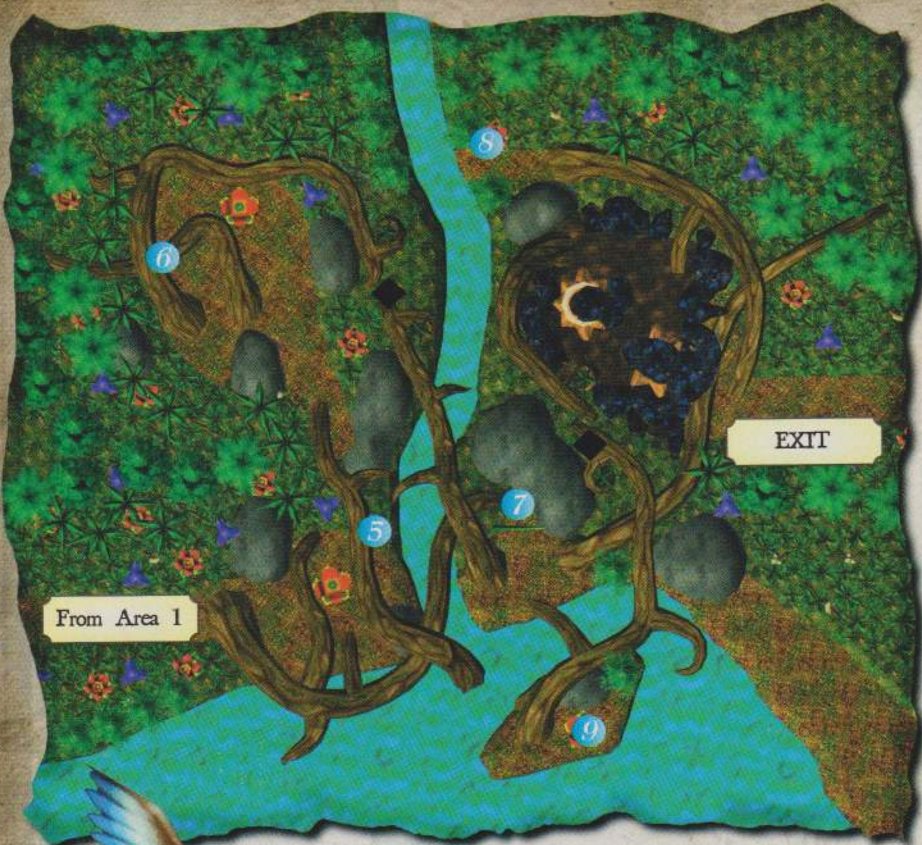
Ghoss Forest is a land that is very green... *and very magical.* One of the first things you'll notice is how much you're able to interact with the environment... or, perhaps I should say, how much the environment is able to interact with you. Moments after stepping off the beach, you'll come to a stream that seems uncrossable. That is, until the toothy flower on the other side bears down to form a bridge. You'll want to get out of its landing zone before this occurs, lest you get thwacked.

3000 G acquired.



If you find your way blocked by a large orange leaf gate, don't just stand there and take inertia for an answer; press **X** to fold back the gate and proceed through.

Your SC should be massive after the last trek through Grail Mountain. If you've got such a huge SC reserve in tow, it's time to think about powering up. Max out the new "Strength Up" skill available to you from the Book of Swords dropped by Melfice's Regenerator, and equip it to whomever could use a muscular boost-up.



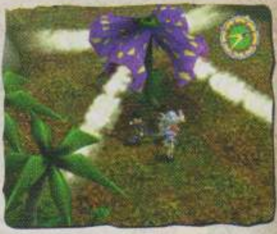
GHOSS FOREST WEST 2

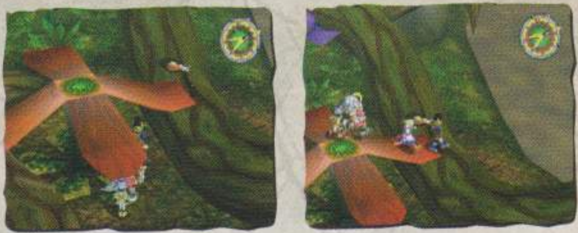
ITEMS

- 5 1000G
- 6 Divine Talisman
- 7 Quake Stone
- 8 Super Mogay Bomb
- 9 Baobab Fruit

Steamy Stamens

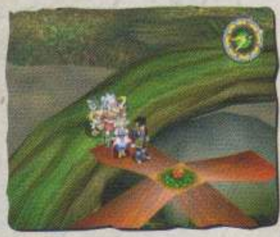
The steam of the four-bulbed flower will burn and tarnish your current HP level. Oh yes. As if that weren't enough, it will poison whoever in your party gets in its floral steam path.





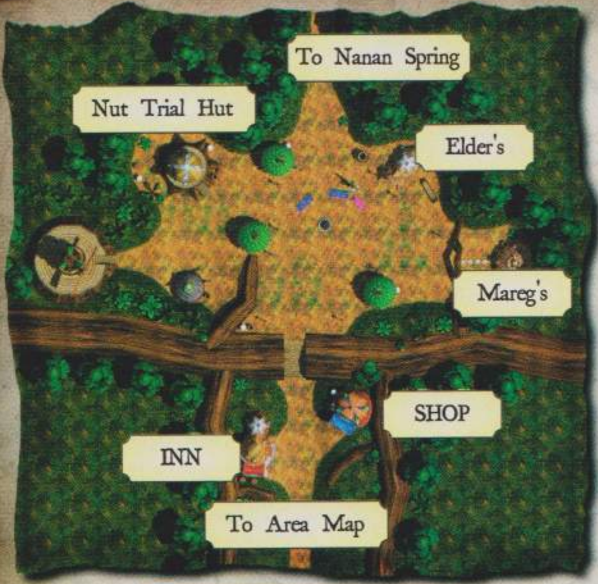
Step on the petals near the base of the big red flowers, and the upper portion should flop open, creating a sort of bloom bridge. Scurry around and to the top, and run across with much ease and glee.

Don't twist and turn your viewpoint to diverge too much from the position of the map on the page. It's easy to lose place among all of these vines.

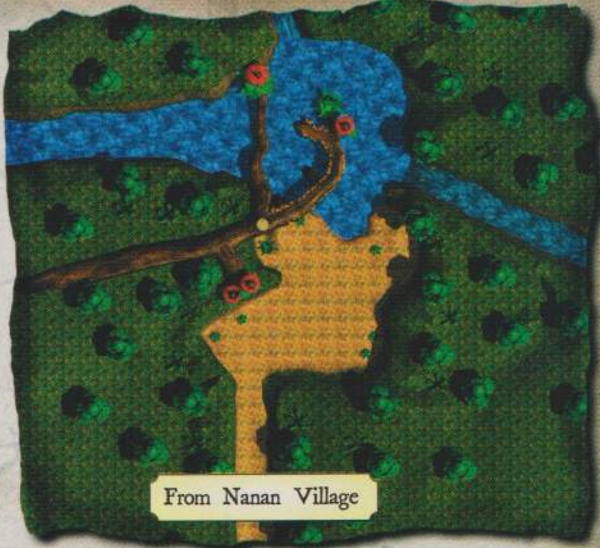


There's a Baobab Fruit inside one of the flowers to the south. These are extremely helpful, restoring huge dosages of SP at a time.

NANAN VILLAGE



NANAN VILLAGE



NANAN SPRING

There is no deity worship in my culture. This pillar is simply carved out in our likeness, not that of a particular God.

Wooden, It Be Nice

With Nanan, you'll have seen the hometown of each member of your party (with the exception of Tio, who can't really lay claim to any earthly neighborhood). This tribal settlement of beautifully carved wood and totemic architecture provides the first completely thorough rest from battling the more ferocious elements of nature.

Something dangerous! The Village Elder will grant permission only to those brave enough to meet their fate.

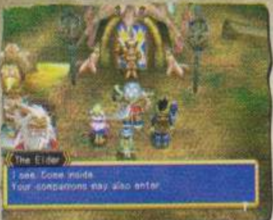
The Sites to See

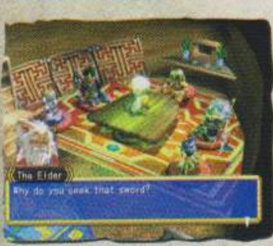
You need to get the Village Elder's permission before you can get past Wag guarding this hut. There's no hurry to explore what's behind this door just yet, in any case. Check out the tranquil Nanan Spring, where lovers go to frolic, and the exquisitely crafted weaving hut. The hut and the windmill share their space with a turtle-shaped worm and a few Huge Caterpillars respectively. Such harmony!

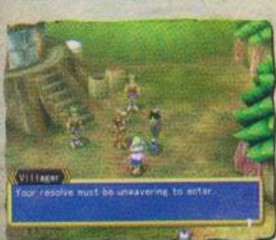
SHOP

WEAPONS	
Silence Sword	8500G
Golden Flail	8000G
Bardiche	8000G
ARMOR	
Dragon Vest	9500G
Red Fur Coat	9200G
Dragonscale Mail	9800G
Azure Barrette	3400G
Dragon Bone Helm	4000G
Battle Boots	1800G
Plague Charm	600G
Titan's Ring	1800G
ITEMS	
Holy Wound Salve	60G
Healing Fruit	100G
Scroll of Alheal	120G
Healing Incense	400G
Poison Antidote	14G
Paralysis Salve	14G
Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	20G
Blessing Scroll	150G
Vaccine	100G
Yomi's Elixir	500G
Baobab Fruit	360G
Dynamite	240G
Red Goblin Toad	120G
Muscle Mushroom	50G
Guard Mushroom	50G
Speed Mushroom	50G
Runner Mushroom	50G

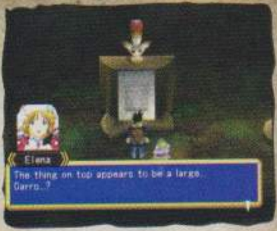
Trial by Nut

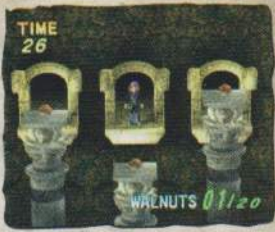

The Elder
I see. Come inside.
Your companions may also enter.

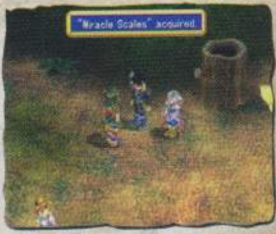

The Elder
Why do you seek that sword?

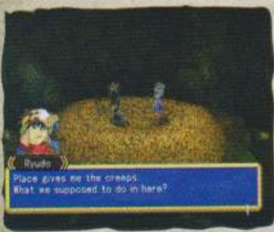

Villager
Your resolve must be unwavering to enter.

When you've sufficiently explored Nanan, go see The Elder in his hut. (During this audience, you'll note the charmingly rustic mini-Skull Snail lamp on the table.) After conversing, The Elder will lead Ryudo and Elena over to the hut guarded by Wag mentioned earlier. There you'll have to enter the Forbidden Room, as it's called, and have a few words with this Wag -- but then the excitement begins. Get the Walnuts of Light to open the Door of Blessings, per the instructions on the stone tablet's inscription. A sort of trial by nut will begin in which you'll have to rush from opening to opening to grab the nuts from the pillars that raise up and down, snatching as many as you can before the time runs out. Use the directional pad to move (as opposed to the analog pad, so you don't pass over the middle opening, should that be your goal), and press **X** to grab the nuts. Then proceed back to the main passage and give your nut-horde to the Carro to receive the valuable **Nut of Light**. Once you step outside, the Elder will present you with the **Ring of Guarding**. You can keep returning: the first time you need at least four nuts, the second at least eight, etc., and you'll keep winning prizes. Note: the purple dollop that falls will freeze you up for a time, so try not to get caught by it... though avoiding it once it's headed for you is well on impossible. The **Miracle Scales** and the **Book of War** are the greatest treasures you can walk away with from this game.

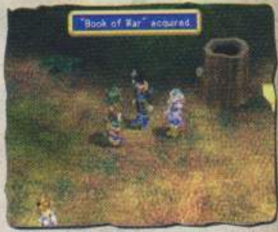

Elena
The thing on top appears to be a large...
Carro...?



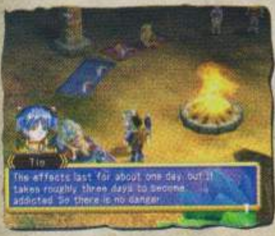

"Miracle Scales" acquired.

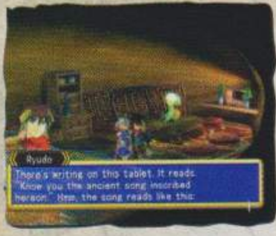

Ryudo
Place gives me the creeps.
What we supposed to do in here?

Visit	Nuts Needed	Prize
First	4 nuts	Bloody Saucer
Second	8 nuts	Miracle Scales
Third	12 nuts	Platinum Feather
Fourth	16 nuts	Book of War
Fifth	20 nuts	Healing Fruit
Sixth	24 nuts	Baobab Fruit


"Book of War" acquired.

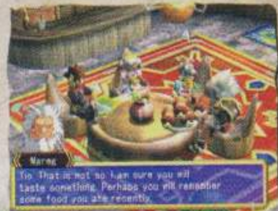
Lurid Words Round the Fire


Tio
The effects last for about one day, but it takes roughly three days to become addicted. So there is no danger.


Ryudo
There's writing on this tablet. It reads: "Know you the ancient song inscribed hereon." Hmm, the song reads like this:

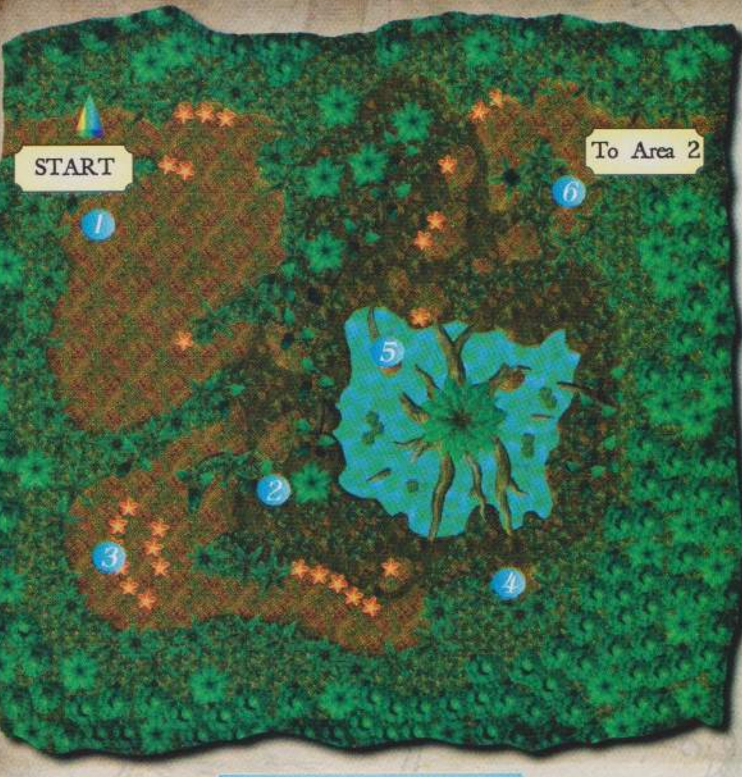
Go to the feast, talk your way around the circle, and find out about silvervine addiction. Then talk to The Elder. Elena will sing her song, which is followed by the euphonious Beast-Man hymn. If you straggle into the Elder's Hut you can read the translation of their song by examining some of the items in the room.

Wrap Up the Memories


Maren
Tio. That is not so. I am sure you will taste something. Perhaps you will remember some food you ate recently.

Head to the spring. After Elena leaves, follow her inside for a surprise -- Millenia. Then leave town once you're ready, but remember to equip the Bloody Saucer on Tio first, and spend the night at the Inn, where the eating motif continues with some berries that taste differently to each person who eats them.

GHOSS FOREST EAST



GHOSS FOREST EAST 1

AREA MONSTERS

FENNY BIRD

LV: 35 HP: 1570
MP: 0 SP: 0
Def: 186 Mov: 100 Act: 108
Mag Def: 152
XP: 49 SC: 14 MC: 76 GP: 26
Weak vs. Wind and Ice,
Strong vs. Fire

ITEMS

Silver Feather Seed of Swift

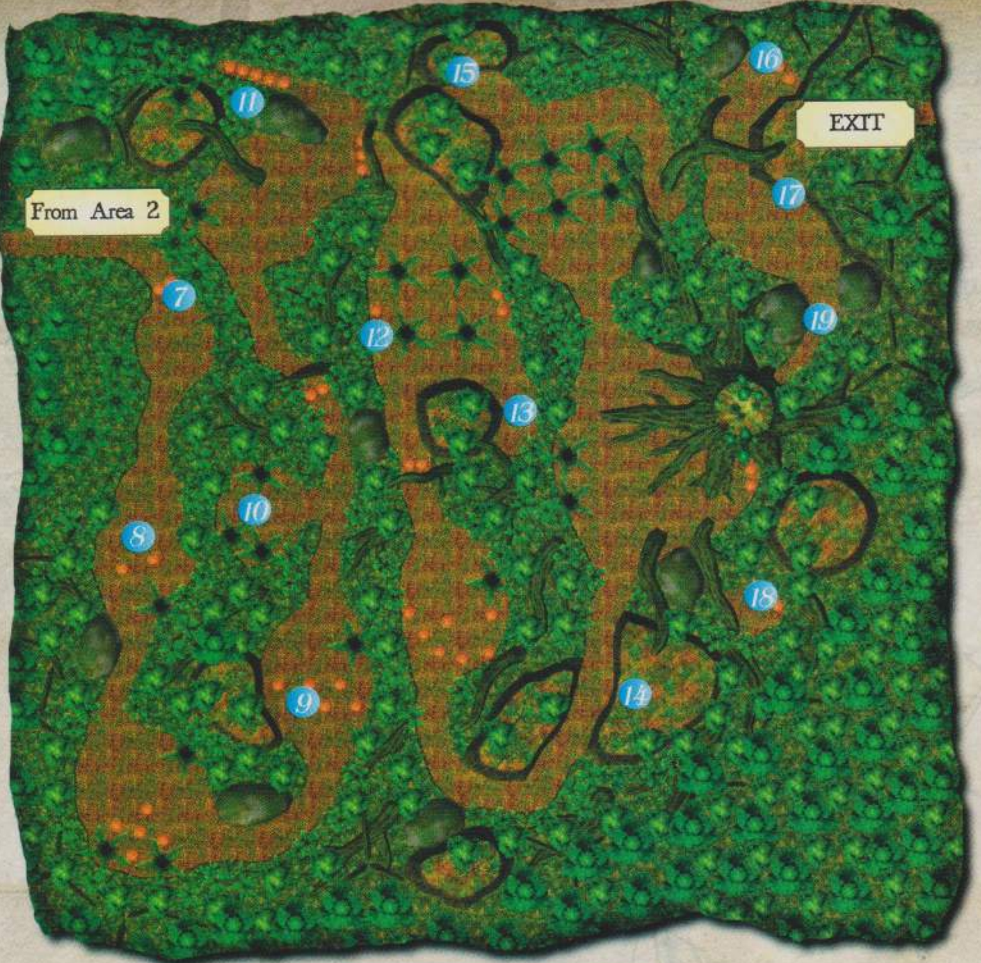
ALSO APPEARING HERE:
Man-Eating Tree
(see page 54)
Pit Viper
(see page 54)
Giga Mantis
(see page 57)

Ghoss Redux

Sister forest to Ghoss West, Ghoss East is the slightly more difficult area whose first open clearing is positively teeming with monsters. Eliminate them fast with mass destruction spells -- and fastest here is most preferable, because their sheer number makes them *incredibly* annoying. Then return to the save point and recover. Shortly after that clearing you'll realize there is some sticky mud to be navigated. As with all mud patches that have slowed your progress down to a dull trudge through the course of the game, watch you don't become easy prey for nearby monsters' potential surprise attacks.

ITEMS

① 1000G
② Makibishi
③ 3000G
④ Double Moon
⑤ Face Paint
⑥ Mars Talisman



GHOSS FOREST EAST 2

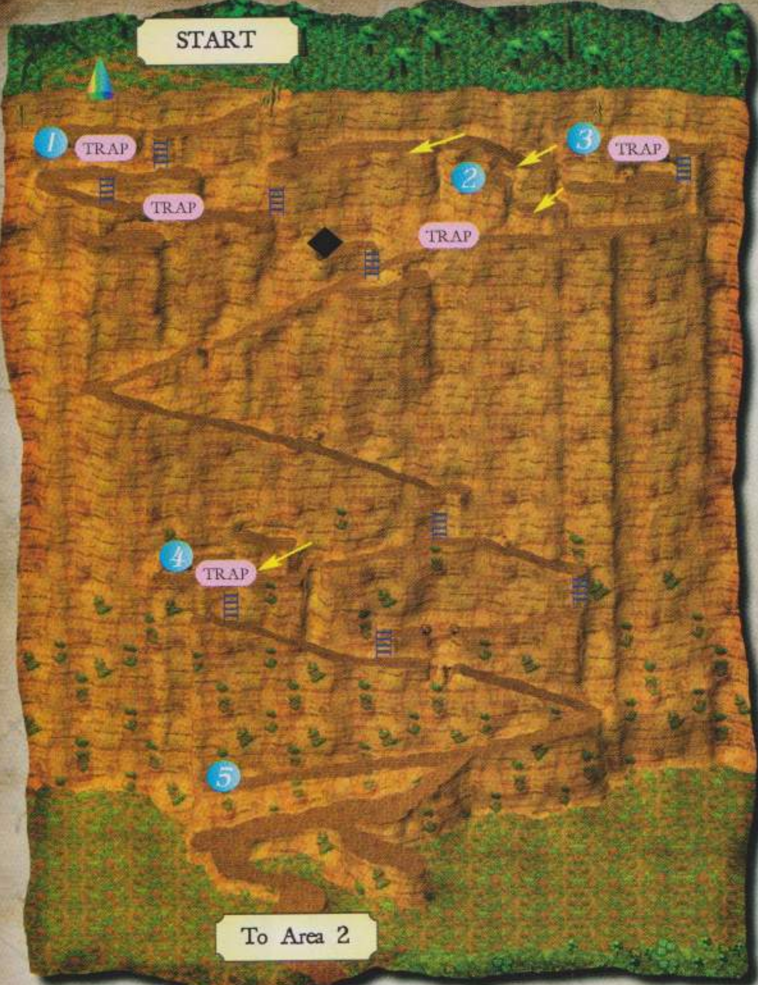
ITEMS

7 Baobab Fruit
8 Seed of Spells
9 Red Goblin Toad
10 Dragon Scales
11 Seed of Running
12 Runner Mushroom
13 Vaccine
14 3000G
15 1000G
16 3000G
17 1000G
18 Speed Mushroom
19 Black Belt

In Area 2, you'll come across more opportunities for mushroom-slashing and, as has gone hand in hand with such a labor throughout *Grandia II*, the chance to receive a gift or two. Unfortunately that gift can make its recipient feel rather uncomfortable at times: specifically, those times when the gift is a MAN-EATING TREE. At the five-mushroom point on the map, slashing the central toadstool will cause the surrounding plants to become those gnarled creatures, so watch out! Man-Eating Trees will also appear unprovoked near the treasure chest containing the Dragon Scales. And furthermore, and finally, any tree that has that wide, nutty bark and the propeller-like fronds may quite possibly turn into the deadlier Man-Eating variety if you skulk about their vicinity. You have been warned!

Don't worry, these "still-poised-snake" like formations won't hurt you.

THE GREAT RIFT



THE GREAT RIFT 1

AREA MONSTERS

DESERT DIVER

LV: 37 HP: 1300
MP: 0 SP: 250
Def: 173 Mov: 60 Act: 90
Mag Def: 127
XP: 56 SC: 58 MC: 44 GP: 126
Weak vs. Wind,
Strong vs. Fire and Earth

ITEMS

Vaccine Revival Gem

ALSO APPEARING HERE:
Giga Mantis
(see page 57)
Fenny Bird
(see page 61)

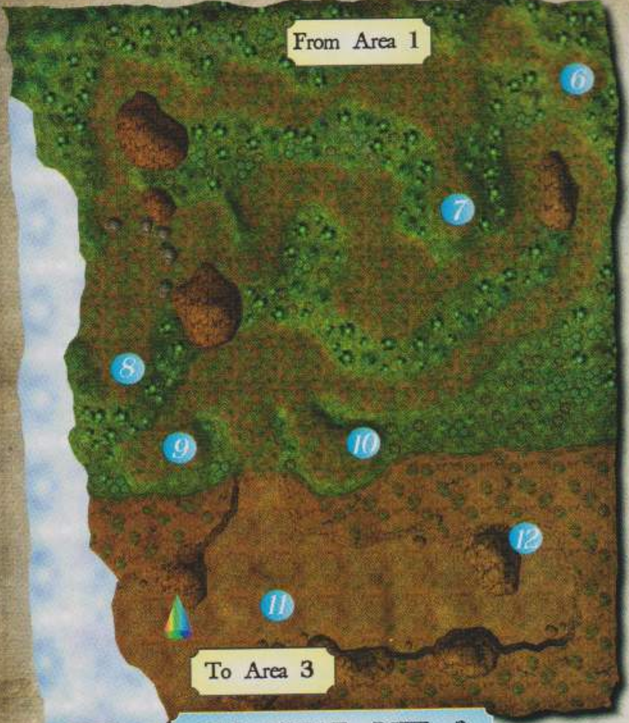
ITEMS

1	Healing Fruit
2	Seed of Moves Man's Iron Clogs Man's Headband
3	3600G
4	Magic Blessing
5	Vaccine

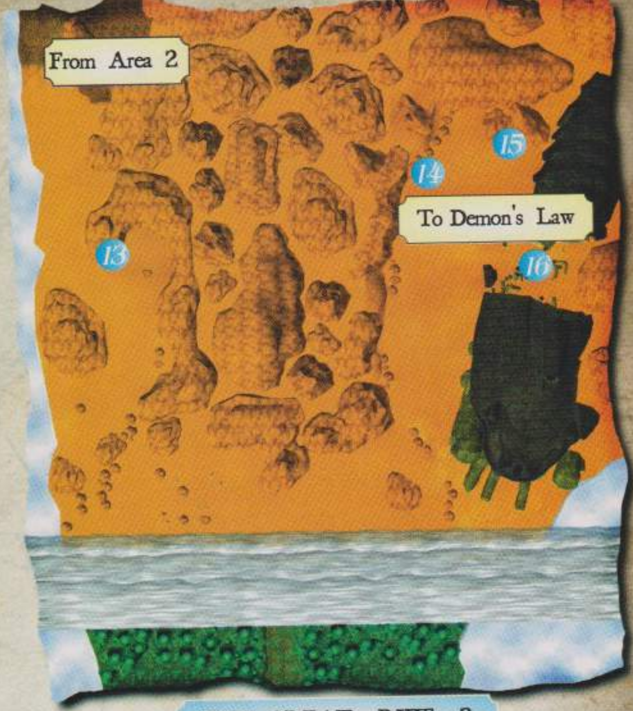
Trap Falls Under Feet

"Seed of Moves" acquired
"Man's Iron Clogs" acquired
"Man's Headband" acquired

The Great Rift is not a horribly difficult area to find your way out of (main direction = *down*) but you'll find that in certain instances you'll have to backtrack by climbing up and down ladders and also jumping like you've never jumped before... but not quite enough to make it to the very bottom in a single bound. Pay close attention to the map to see exactly where the "traps" are located. By "trap," I mean the occasional rock terrace that will most unceremoniously give out from beneath your feet. They can be avoided if you scoot snugly against the wall; otherwise, you're going to have to backtrack and waste time.



THE GREAT RIFT 2



THE GREAT RIFT 3

To plug up the dead end you'll have to push the rock and make it roll. Overcome your obstacles with confidence and derring-do! A ditch further down the Rift will require two boulders, and that means pushing one, then backtracking for the other. You'll note, and come to curse, Tio's speed in climbing down the ladders during such instances. Speaking of whom, it doesn't matter if you pick up the Discus for her or not, unless you plan on selling it; it's not as strong as the Bloody Saucer you should have won in Nanan. But since it's effective against bugs and crustaceans, you may want to keep it on hand for encounters with Giga Mantises.

Don't be afraid to use your Sky Dragon Slash to take out the Fenny Birds near the end of Area 2 -- you've always got the save point to restore at nearby.

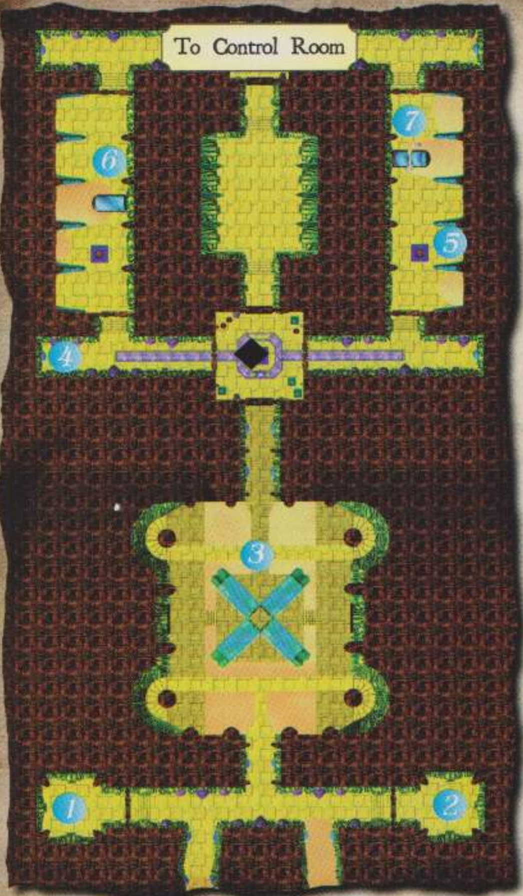
To the south of Area 3 is an impenetrable wall of clouds, or, alternately, a hellborn typhoon. Skirt along its edge and make your way inside of the giant Demon's Law compound to the east (but not before you seize the treasure scattered around the threshold, of course).

to DEMON'S LAW

ITEMS

6	Demon's Tears
7	Healing Incense
8	Seed of Swift
9	1200G
10	Healing Fruit
11	Discus
12	Blessing Scroll
13	1200G
14	Energy Ring
15	1200G
16	Serpentine

DEMON'S LAW



DEMON'S LAW

ITEMS

- 1 Demon's Tears
- 2 Red Bird Stone
  Panacea
  Phoenix Hat
- 3 Hero's Elixir
- 4 1200G
- 5 Exorcism Bow
- 6 Halo Armor
- 7 Mystic Potion

Unseemly Jurisdiction

Welcome to Demon's Law, home (where the heart isn't) of Tio, in a sense. Scoot through the west and east openings shortly after entering to grab some gold and a nice cache of goods like the Phoenix Hat. Then use the stairs to progress towards the mechanistic core. Going through Demon's Law is like running a gauntlet of bosses, but only, like, a gauntlet of three. Don't worry, none of the fights are that bone-breaking.

Buster Horn

Recover
Save Game

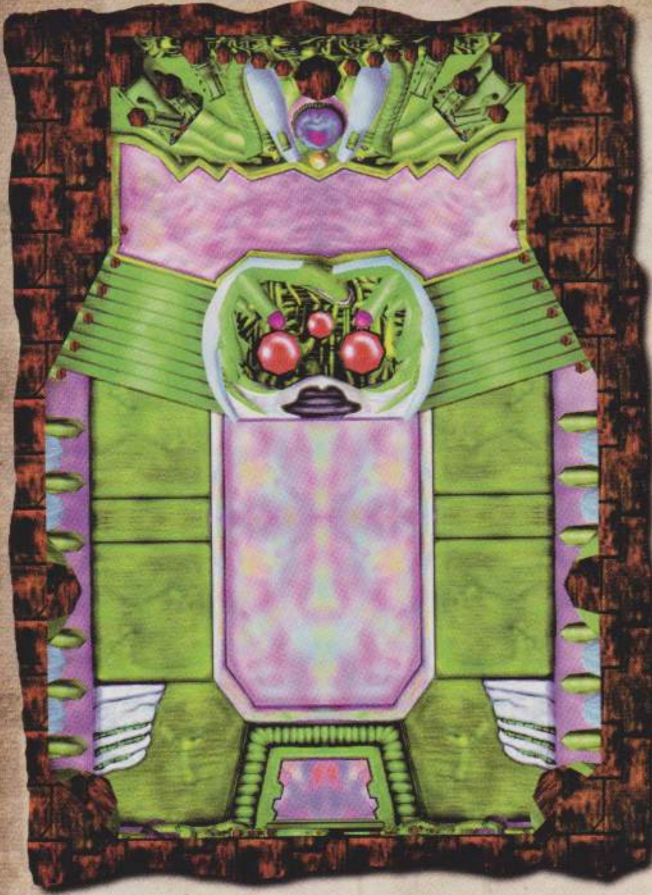
BOSS

LECK GUARDER

LV: 42 HP: 15000
XP: 400 SC: 1250
MC: 0 GP: 0

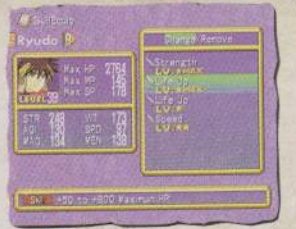
SNOW LEOPARD
(x2)........................HP: 4600
XP: 150........................SC: 175
MC: 160........................GP: 150

Use fire on the Snow Leopards and ice on the Leck Guarder, basically. Besides this strategy, start off with White Apocalypse -- there's a save point nearby you can use to revive the SP, so don't harbor any guilt over blowing your frugality-early-in-a-dungeon-streak. The Guarder's Buster Horn will take off 1200HP of damage or thereabouts and Move Block its target, so try and cancel that move if it appears in his status display. Instead of dicing these creatures up with the Sky Blade Slash, you can try the Flying Tenseiken as it works just as well for more than half the SP loss. The **Icefang Stone** and **Inferno Battleax** will be your rewards.



CONTROL ROOM

Doubling Up



You can double up on the Skills (ie, two Life Ups, 2 Strengths) to really max out. Now that you're in possession of so many Books, it may be a good idea to start looking into this plan to compensate for any party member who may still be weaker than the others, like Tio.

Heroes Only Ingest... Hero's Elixir

"Hero's Elixir" acquired

The Hero's Elixir is not to be missed. This item not only revives characters, it also bestows a ·5 to all of their levels. If you missed this during the Arm Wrestling escapade with Hemble, here's another opportunity to snag one.

The Panel-Pushing Method

Pressing down all of the red posts will light up the yellow door and let you through. Be sure to shuffle past the robo-cougars (or whatever they may be... the key here is just to accept that pow-pow power makes them go) that happen to be puttering by without making contact... there's some aspect to their form that can cause minor damage.

BOSS

NAGA QUEEN

NAGA QUEEN (x2)
LV: 43 HP: 12500
XP: 375 SC: 0
MC: 640 GP: 800

(All figures correspond to one Naga Queen and do not represent the total between the two.)

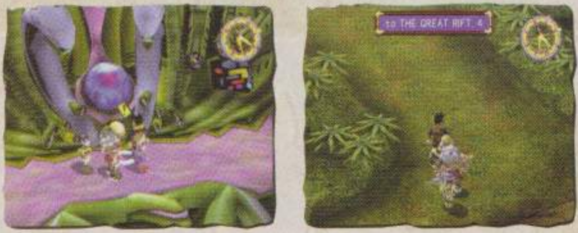
Unload an arsenal of Quake and Tremor, or any of the earth-based stones, versus the Naga Queens. Also of use is a good casting of GadZap to make the pair's HP recoil and recoil again. Generally speaking, though, the Naga Queens are pretty weak customers whom you'll be able to finish in no time flat. As a reward, you'll receive the **Star Egg**. Make your way back to the save point and recover after each fight. BZZZZZZZZZZZZT!

BOSS

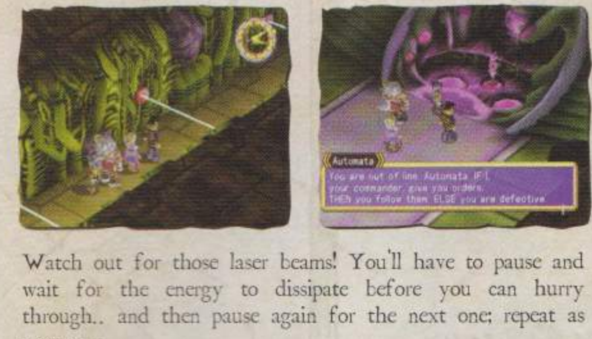
TIO CLONE

LV: 43 HP: 30000
MP: 190 SP: 165
Def: 274 Mov: 196 Act: 282
Mag Def: 168
XP: 900 SC: 4000
MC: 4000 GP: 0

Look familiar? Tio Clone has quite a few dastardly tricks up her flared sleeves. Among these include a propensity for silencing your spells with Magic Blocks, and sending your IP position waaay back with her Lotus Flower move. Always have one person casting Alhealer, but the best defensive advice to impart here would simply be stressing the importance of slowing her down by wrecking her IP with moves or even flinging Exhaustion Nuts. For your efforts, you'll receive the **Balor** for Tio. Man, wouldn't it be tasty if Tio herself was sporting 30,000 HP? Alas.



When the Tio Clone is deactivated, walk up to the console and destroy it. Now exit the compound and go through the opening that leads to The Great Rift 4, which, as it turns out, is really just a small precipice. But there are *big* things ahead. Like, *really* big things, just ahead.

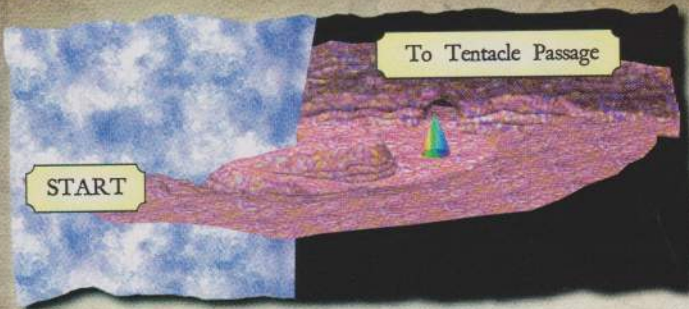


Automata

You are out of line Automata IF I,
your commander, give you orders,
THEN you follow them ELSE you are defective

Watch out for those laser beams! You'll have to pause and wait for the energy to dissipate before you can hurry through.. and then pause again for the next one; repeat as necessary.

VALMAR'S BODY


To Tentacle Passage
START

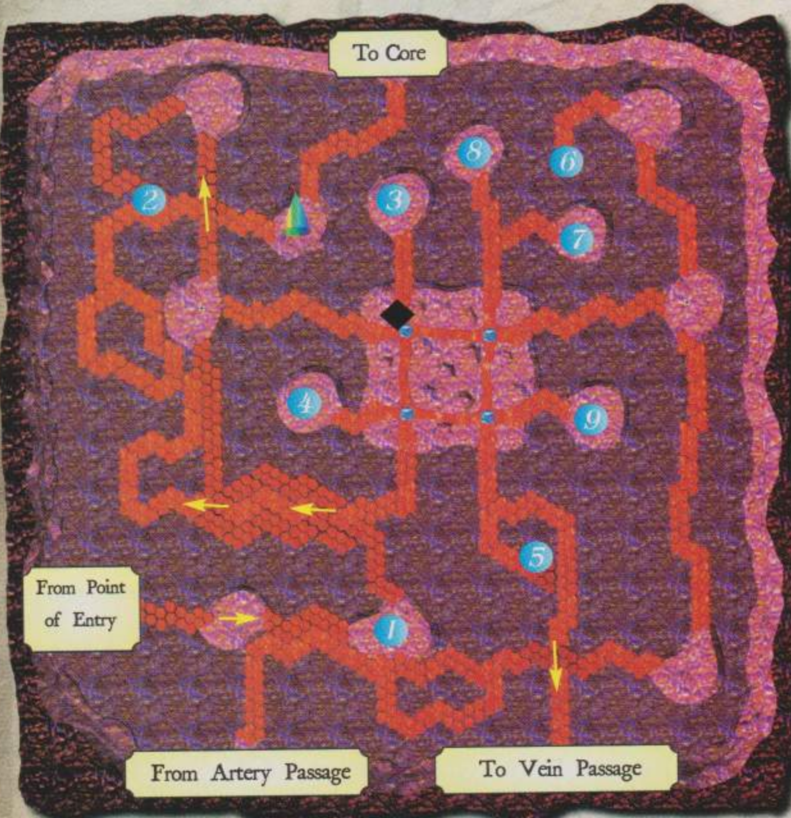
POINT OF ENTRY

to VALMAR'S BODY, TENTACLE PASSAGE

Valmar's Body is exactly what you'd expect from the interior of a demonic god: a horrid, malignant fortress of cess infested with parasites of all shapes and sizes. This being, and the others inside him, holds you as the least welcome parasite of all, intruder to the nest, and they aren't going to play congenial host. Watch out.

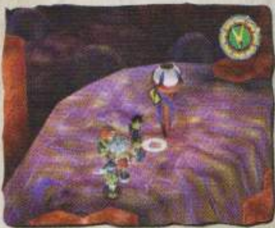
ITEMS

1	Golden Potion Potion of Azure Resist Dress
2	1500G
3	Thor Stone
4	4500G
5	Panacea
6	Silence Lute
7	Magical Medicine
8	1500G
9	Gold Feather Bonds of Trust Rainbow Hi-Heels


To Core
2
3
8
6
7
4
9
5
1
From Point of Entry
From Artery Passage
To Vein Passage

TENTACLE PASSAGE

Beware the Tarantula's plague net. The plague will devastate its host's existence, consecutively shaving huge chunks away from the HP of the infected. It will also periodically bestow status abnormalities like sleep, move block, and a complete set of "Negative Effect Greatest Hits" onto its victim. *Woe* betide the plague-ridden!



The eyeball posts will raise or lower the surrounding cellular ground-stuff. Essentially, once you see one of these posts, just push it by pressing **X**.

AREA MONSTERS

TARANTULA

LV: 38 HP: 1270
MP: 0 SP: 90
Def: 231 Mov: 60 Act: 94
Mag Def: 116
XP: 53 SC: 94 MC: 43 GP: 45

ITEMS

Panacea Spiderweb

VENOMOUS LARVA

LV: 38 HP: 1620
MP: 0 SP: 0
Def: 204 Mov: 52 Act: 85
Mag Def: 130
XP: 53 SC: 94 MC: 52 GP: 56
Weak vs. Ice, Strong vs. Fire

ITEMS

Healing Incense Caterpillar Soup

DINO FREEZER

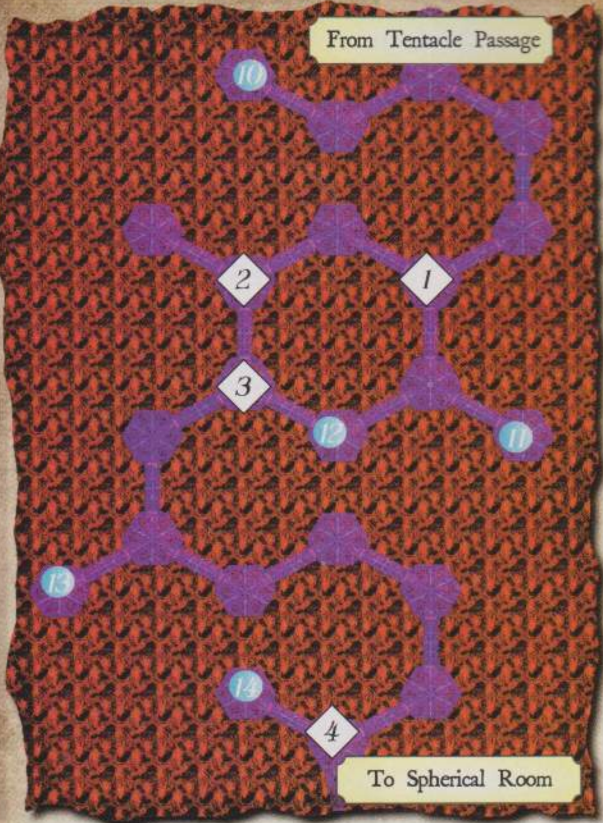
LV: 39 HP: 1830
MP: 0 SP: 240
Def: 270 Mov: 99 Act: 105
Mag Def: 186
XP: 78 SC: 122 MC: 48 GP: 134
Weak vs. Fire, Strong vs. Ice

ITEMS

Dynamite Tundra Battleax

Juicy Push

Once you make your way to the center of the first area, you'll see large translucent blocks that need to be pushed in order to clear the path and allow you to progress. Push the first goop-block (the northwestern-most) to the east (the only direction you can). Go north and get the Thor Stone. Now go as far south as you're able till you reach another goop-block and push it south. Now go west for the 4500G, then east -- and push the goop-block here to the east. Leave the block to the north go for now, and head south. Get the Panacea and jump across the path. With that, the first wave of pushing goop-blocks comes to an end, and you're on the brink of entering the Vein Passage.



VEIN PASSAGE

SPHERICAL ROOM

The Vein Passage can be tricky. This area boasts a highly reflective, polished ground surface that looks through to another side. If you find this at all disorienting, things are about to get worse once Immune Cells and their Brain Bat entourages begin to materialize out of nowhere a la the Star Mirages in Aira's Space. As all the corners in this area are very tight, and the rooms very small, you may not see that you're heading into a battle, so keep spry on the **L1** and **R1** triggers. One benefit that can come out of these fights is the Binding Circle weapon for Tio. She seems to get all the goods.

Soon you'll come across a small "switch orb," which opens some of the surrounding gates and closes others. Don't flick this first one just yet (which we'll call **Switch 1** -- these are marked with their number by white diamonds on the maps). First go through the southeast passage and pick up the Revival Gem. You'll see on the way that the southwest passage is blocked. Now go back up to **Switch 1**, hit it, and walk into the newly opened passage to the northwest. When you get to **Switch 2**, go ahead and hit it. Now scamper to the south. Press **Switch 3** and go to the southeast to pick up the Sage's Hat, then return, press **Switch 3** again, and go southwest. Follow through to the end and hit the final switch here to access the room with the Ninja Clothes. Before you exit the Vein Passage here, *make sure* you close off that passage pointing to the northeast again first, or you'll have a gate hindering your way into the Artery Passage in a few moments.

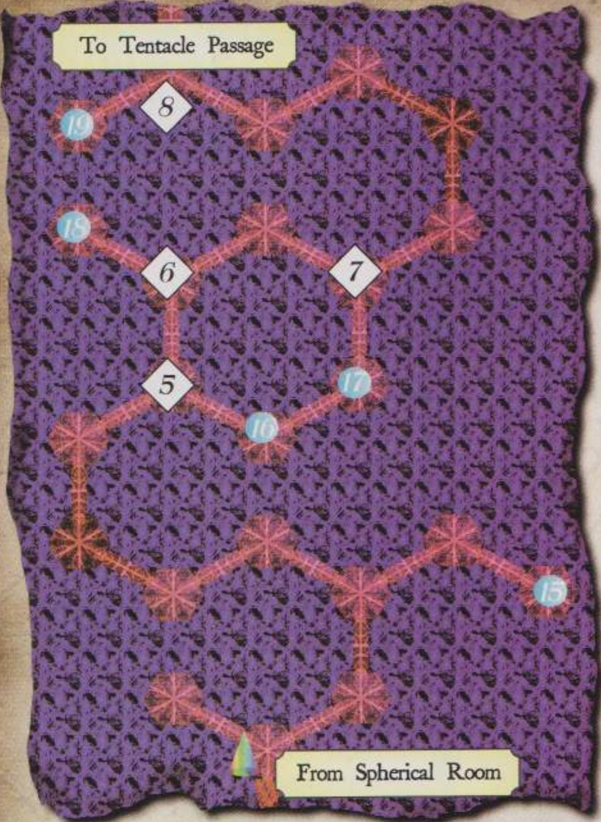
ITEMS

10 Pretty Bracelet
11 Revival Gem
12 Sage's Hat
13 Pretty Bracelet
14 Ninja Clothes
15 Pretty Bracelet
16 Adamantine Helm
17 Pretty Bracelet
18 Pretty Necklace
19 Fire Charm

AREA MONSTERS

IMMUNE CELL
LV: 39 HP: 1540
MP: 0 SP: 200
Def: 215 Mov: 80 Act: 115
Mag Def: 156
XP: 64 SC: 84 MC: 41 GP: 64
Weak vs. Wind, Strong vs. Lightning
ITEMS
Sympathy Nut Binding Circle

BRAIN BAT
LV: 38 HP: 1620
MP: 250 SP: 0
Def: 176 Mov: 80 Act: 109
Mag Def: 236
XP: 60 SC: 32 MC: 135 GP: 103
Strong vs. Wind
ITEMS
Yomi's Elixir Seed of Spells

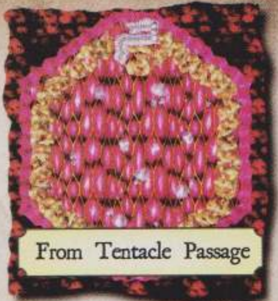


ARTERY PASSAGE

Back in the Tentacle Passage, pass the first eyeball post you see so you can get the Silence Lute, then backtrack and hit it. When the steps raise, walk to the east and push the goop-block to the west. Now go south, and push the goop-block to the south. (It will have shifted back from when you last had your hands on it.) Get the treasure to the east. Now return and go north through the passage cleared by that first goop-block of this pair. You can get the 1500G and the Magical Medicine here. Now go down to the southwestern-most block and push it to the west. Head south, jumping as necessary. Save and head into the Core!

to VALMAR'S BODY, CORE

HP 3180
HP 2689
HP 2870
HP 1943
Suck In



CORE

As you walk into the Spherical Room, push the yellow "button" to make the room go "flip." Exit in the exact way you came in. You'll find yourself in the Artery Passage, now on the other side of the Vein Passage. If you made sure you closed that gate off, you should be okay -- in the first room here the northeastern door will be open and the northwestern one shut: this is what you want, since the latter leads to a dead end. So go through the northeast, and follow through, picking up the Pretty Bracelet before you reach **Switch 5**. Let this be, and go southeast to procure the Adamantine Helm. Now go back to the switch, hit it, and go north. You'll find **Switch 6**; leave it, head northwest for the Pretty Bracelet, come back to the switch, and give it a whack. Go northeast. You can leave **Switch 7** go when you come to it (unless you haven't gotten the Pretty Necklace yet). Head through that switch's room to the northeast, all the way north. When you come to the final switch, trigger it and go in the southwest room for the Fire Charm, then back and into the northern opening, which will take you to the Tentacle Passage. Phew!

VALMAR'S BODY, ARTERY PASSAGE

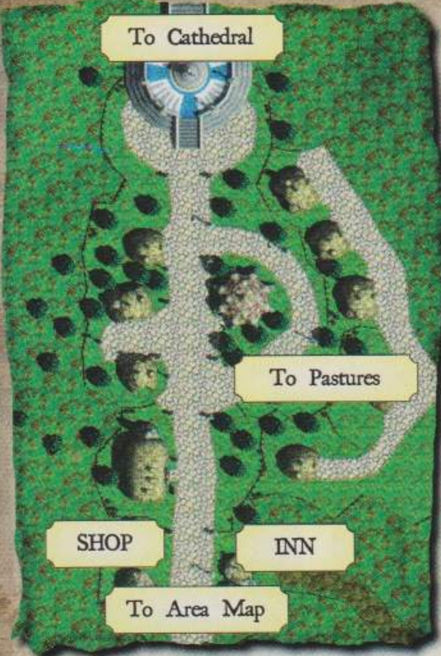
BOSS

VALMAR'S BODY

BODY
LV: 44 HP: 24000
XP: 1600 SC: 6000
MC: 6000 GP: 0
R.TENTACLE.....HP: 14000
XP: 0 SC: 0 MC: 0 GP: 800
L.TENTACLE.......HP: 14000
XP: 0 SC: 0 MC: 0 GP: 4000

Throughout the entire fight, you can direct one member at a time to follow through with a Critical attack every turn to Cancel the rather stationary Body. While he's not an unduly difficult foe, he does have one clever strategy that can muss your party's hair. This would be the "Suck In," which, sure enough, will suck your party in by a great inhalation-gust to a position near the body -- a set-up for the Tentacles to strike the whole lot of you at once. Besides the normal slew of powerful moves like the Sky Dragon Slash and White Apocalypse, use physical attacks towards the end and just hack away with Combos. The Right Tentacle holds the **Angel Circle** and the Body the **Relief Tag**.

St. HEIM PAPAL STATE

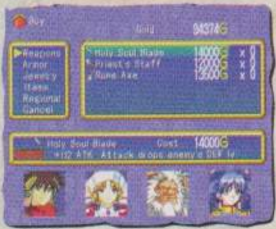

To Cathedral
To Pastures
SHOP
INN
To Area Map

St. HEIM PAPAL STATE

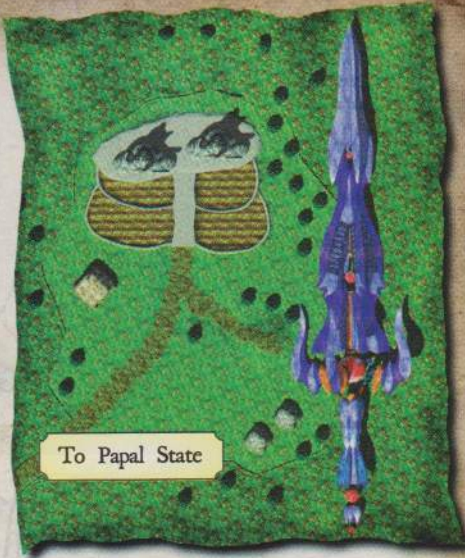
SHOP

WEAPONS	
Holy Soul Blade	14000G
Priest's Staff	12000G
Rune Axe	13500G
ARMOR	
Priest's Robe	16000G
Priest's Hat	5800G
Heracles' Belt	6200G
Shogun's Brace	5000G
Relief Tag	4000G
Healing Ring	500G
Poison Charm	250G
Sleep Charm	250G
Confusion Charm	250G
Paralysis Charm	250G
Move Blessing	400G
Magic Block Charm	400G
ITEMS	
Holy Wound Salve	60G
Healing Fruit	100G
Scarlet Potion	250G
Healing Incense	400G
Potion of Azure	750G

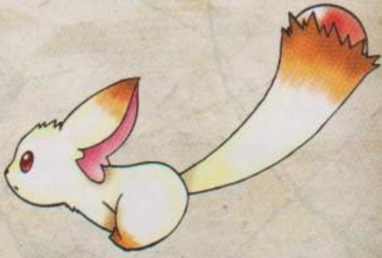
Here you are again; though, granted, this time circumstances are markedly different. The townsfolk are being massacred, for instance. As antithetical to good moral sense as it may seem, it's beneficial for you and your party to first hit the Inn to save and the Shop to replenish items and upgrade equipment before you go to help out. Since you've last been here, there are quite a few nice things in stock...


Buy
Gold 94374G
Weapons
Armor
Jewelry
Items
Regional
Cancel
Holy Soul Blade 14000G
Priest's Staff 12000G
Rune Axe 13500G
Holy Soul Blade Cost 14000G
+132 ATK. Attack drops enemy's DEF

The Granas Knights will turn their eyes on you for their next kill. Once combat ensues, all you need to do is give them the old Sky Dragon Slash surprise, and their ranks will be all but decimated. In their wake, there's a good chance they'll leave you the Paladin Helm and the Paladin Armor.


To Papal State

PASTURES



Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	20G
Blessing Scroll	150G
Vaccine	100G
Panacea	500G
Yomi's Elixir	500G
Butter Roll	120G
Fresh Sandwich	100G
Super Mogay Bomb	1000G
Holy Ashes	200G
Thor Stone	750G
Myriad Power Nut	20G
Patience Nut	20G
Sympathy Nut	20G
Swiftness Nut	20G

AREA MONSTERS

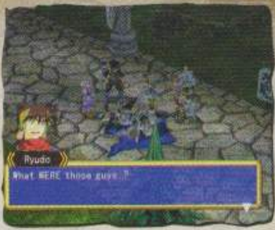
GRANAS KNIGHT

LV: 40 HP: 2430
MP: 0 SP: 0
Def: 246 Mov: 45 Act: 104
Mag Def: 137
XP: 90 SC: 150 MC: 0 GP: 200

ITEMS

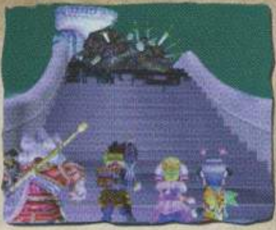
Paladin Helmet
Paladin Armor

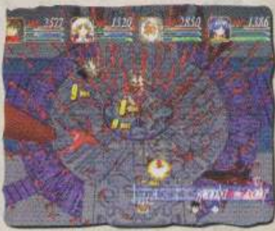
Head up to the Cathedral as soon as you're through with the Knights. Treachery is at hand... or should I say at heart? The reason being Valmar's Heart pulsating over your heads. This is the final component of the evil god's body...

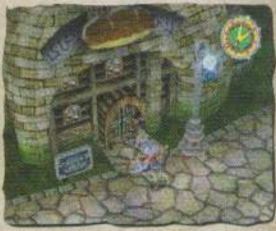


Ryudo

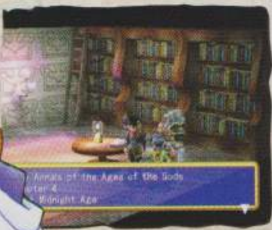
What WERE those guys..?



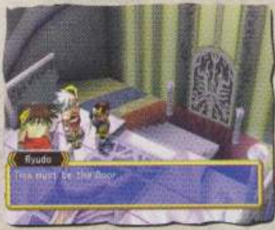




Sorry, no bread today. The townsfolk are being massacred.

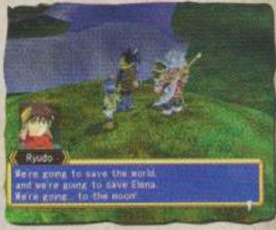


Annals of the Ages of the Gods
pter 4
Midnight Age



Ryudo

This must be the Door.



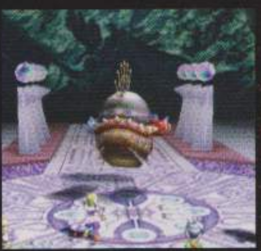
Ryudo

We're going to save the world,
and we're going to save Elena.
We're going... to the moon!

Save outside the library inside of the Cathedral (and take a look through the new Holy Annals), then go into the Holy Door. Just follow Zera's trail... some particularly unholy events are about to pass. Once you've been witness to all of them, head back out to the Pastures on the outskirts of town.

BOSS

VALMAR'S HEART



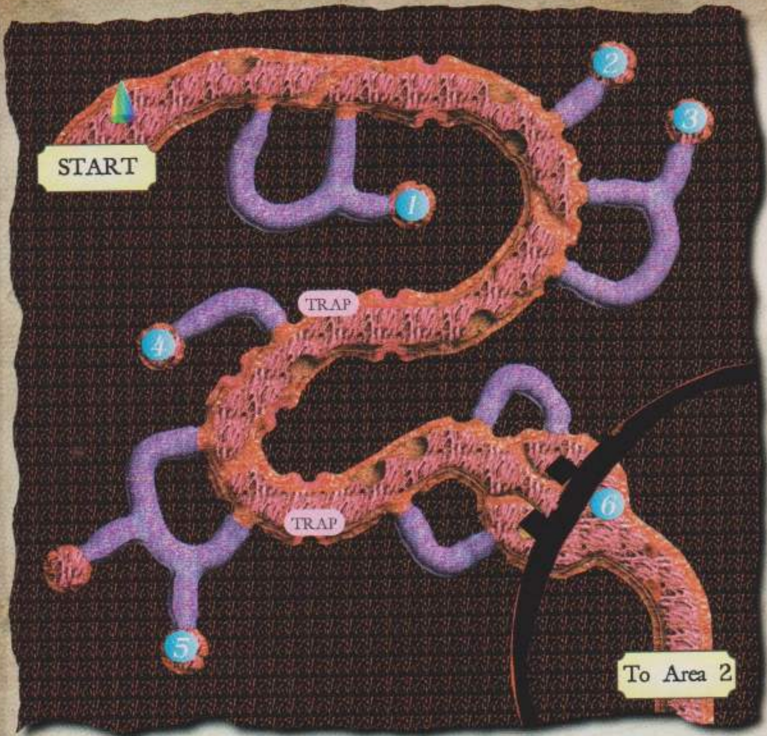
BODY
LV: 45 HP: 21000
XP: 1800 SC: 8000
MC: 8000 GP: 0

LEFT EYE.....HP: 13000
XP: 0 SC: 0 MC: 0 GP: 0

RIGHT EYE..........HP: 13000
XP: 0 SC: 0 MC: 0 GP: 4500

The same tactics that have been serving you well in the past will also serve well here. Wind attacks go over nicely on the main Heart, with blizzard- and fire-based attacks working well on the Left and Right Eyes respectively. The main attack with which you'll have to reckon is the Heart's Black Fog Spew. It doesn't sound too nice, does it? It will knock the party up for a ton of damage. Overall though, what you've seen difficulty-wise and strategy-wise before is the same as what you'll get when facing this boss. Victory should not be too hard to claim. The Heart's main body leaves behind the **Holy Clothes**, and the Left Eye will give up the **Goddess Hi-Heels**.

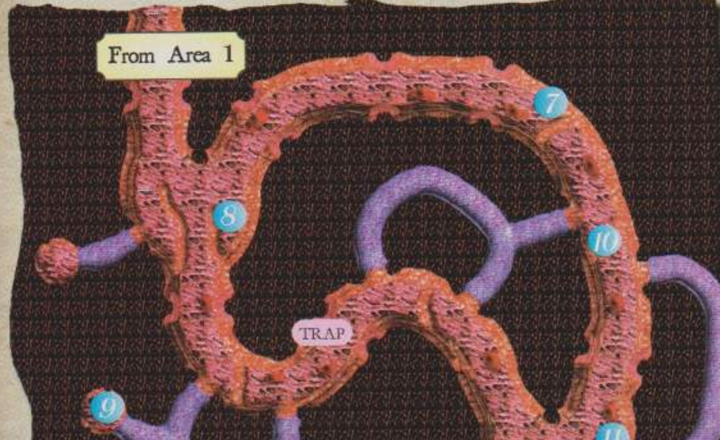
VALMAR'S MOON


START
TRAP
TRAP
To Area 2
1
2
3
4
5
6

VALMAR'S MOON 1

ITEMS

1	Lion Harp Lion Boots Leo Rex Battleax
2	2000G
3	Potion of Azure
4	6000G
5	Thor Stone
6	Silver Feather
7	Demon Ash
8	2000G
9	Silver Feather Miracle Elixir Mystic Veil
10	Indigo Potion
11	Panacea


From Area 1
TRAP
To Area 3
7
8
9
10
11

VALMAR'S MOON 2

So you're on the moon. And, yes, you are Elena-less. But take consolation in this one certain thing: that a scary situation is about to get even scarier. Wind through the scarred preliminary path (it's twisty, but maintains a single route), then drop down into the crater to begin your adventure in the center of the moon.

AREA MONSTERS

EVIL MANEUVER

LV: 42 HP: 1950
MP: 240 SP: 260
Def: 282 Mov: 53 Act: 110
Mag Def: 103
XP: 105 SC: 114 MC: 59 GP: 32

ITEMS
Thor Stone
Seed of Psyche

SALAMADILE

LV: 41 HP: 1500
MP: 0 SP: 90
Def: 254 Mov: 60 Act: 95
Mag Def: 128
XP: 70 SC: 30 MC: 84 GP: 68

ITEMS
Red Bird Stone
Salamander Tail

NYARMOT

LV: 41 HP: 1670
MP: 0 SP: 220
Def: 235 Mov: 70 Act: 81
Mag Def: 162
XP: 81 SC: 67 MC: 39 GP: 97

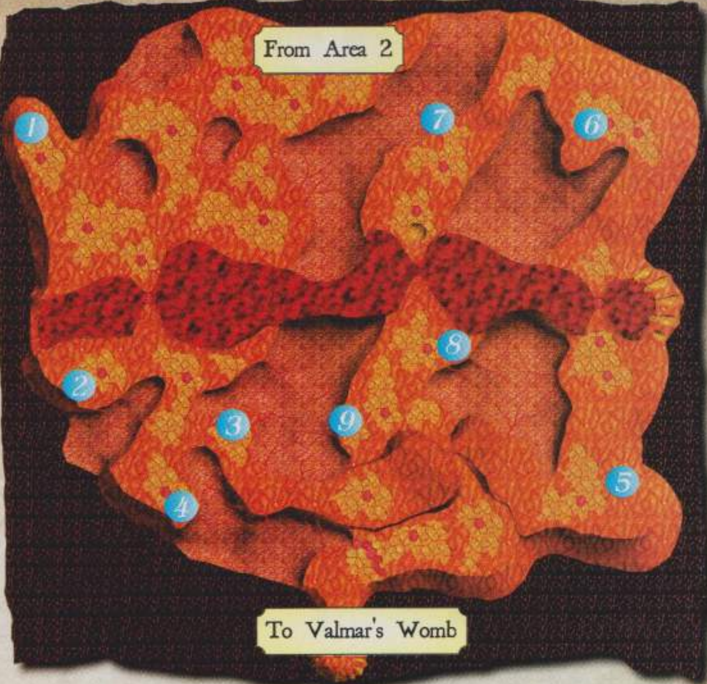
ITEMS
Tight Dress
Panacea

Cut through the tendon'y bands with your sword. (That would be "push **X**," then.)

DRAGON KNIGHT

LV: 42 HP: 2130
MP: 60 SP: 290
Def: 315 Mov: 95 Act: 124
Mag Def: 158
XP: 92 SC: 98 MC: 73 GP: 171

ITEMS
Dragon Wand
Scarlet Potion

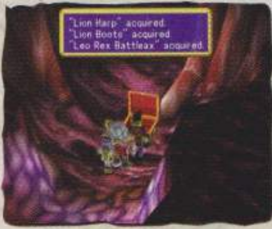


VALMAR'S MOON 3

In some of the crevices of Area 1 and 2's main tunnels lie Salamadiles, waiting to strike. As soon as you're nearby, they come rushing out and fighting is almost always imminent. At this point you'll probably be powerful enough (if you've been consistenly engaging in battles) that enemy encounters are no longer a life-threatening prospect of doubt and injury, but merely that occasional sort of nuisance. Express your ennui, then, in Salamadile blood.

ITEMS

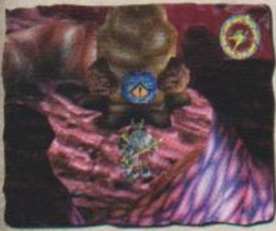
1 Moonstone Armor
2 Reflect Helm
3 Scarlet Potion
4 Golden Potion
5 2000G
6 6000G
7 Scarlet Potion
8 2000G
9 Scattering Stone
Meteor Scroll
Moonlight Tiara

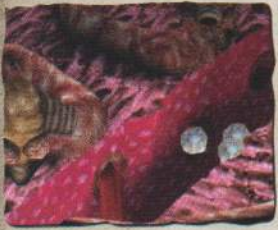


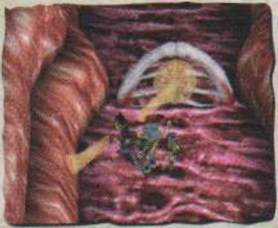
"Lion Harp" acquired.
"Lion Boots" acquired.
"Leo Rex Battleax" acquired.

The Lion Boots are just about the best boots in the game. Equip them, then give a hardy roar! You'll be able to get Mareg's hand-claws around the best axe in the game here -- the kingly Leo Rex Battleax.

A contraption so nifty it's almost cute, the glop-shooting device at the end of the main stretch in Area 1 will help you cross the lunar chasm before you. Press the button on its one side for it to create half a bridge; circle around to the other side to press the button that will finish it off. A simply wonderful device!







Cut the bands. The gates will open. Enough said.

AREA MONSTERS

VALMAR FLY

LV: 48 HP: 3600
MP: 0 SP: 0
Def: 258 Mov: 139 Act: 152
Mag Def: 134
XP: 75 SC: 375 MC: 0 GP: 125

ITEMS
Scarlet Potion Platinum Feather

VALMAR YOUNG

LV: 49 HP: 7200
MP: 300 SP: 560
Def: 312 Mov: 83 Act: 171
Mag Def: 145
XP: 300 SC: 750 MC: 0 GP: 425

ITEMS
Yomi's Elixir Soul of Asura

BOSS

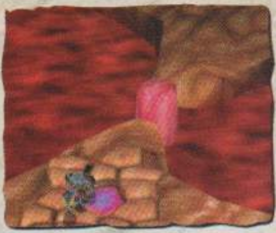
EGG GUARDIAN

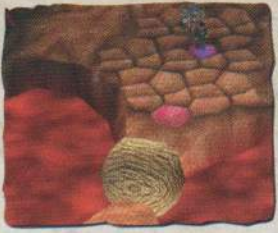
EGG GUARDIAN
LV: 48 HP: 28000
XP: 2000 SC: 10000
MC: 10000 GP: 0

BIT (x4)................HP: 4800
XP: 0 SC: 0 MC: 0 GP: 900

The Sky Dragon Slash should take care of those buzzing supplementary Bits. It's a victory not long kept, however, since the Egg Guardian will keep using Demon Summoning to make his little pals revive. Therefore, make sure you concentrate your attacks on the Guardian, and not so much just on the Bits, as they'll be nearly instantly replaced (unless you're able to pull off a cancel and temporarily block their resuscitation). Oh, they're generally gnat-like things in relation to *some* of the game's monsters, but their Desperate Blow is to be reckoned with. The Egg Guardian's Wailing Sickle will slash all of your party, but compared to past boss attacks, it's really nothing. Defeat this foul fiend and receive the **Angel's Robe**.

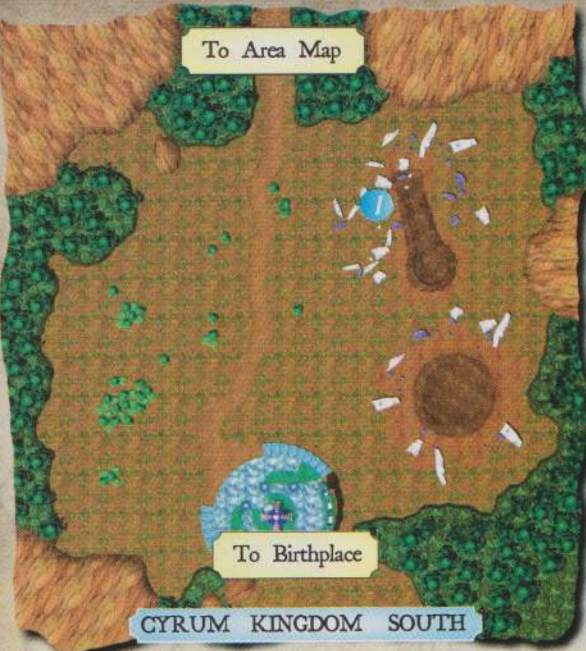
Area 3 is all about pressing panels in the ground. No overly elaborate method, system, or pattern pivots on the way or order in which you push these. Just step on the magenta panels if you need something done. For instance: there's a post in front of you with an item you'd like on top. Press the panel nearby, and it will lower to your level so you can grab it. Easy. Want to cross the lava gash? Press the nearby panel to bridge the gap and lower a block to cross over. Or, in one instance, to make a boulder come tumbling down for easy crossability.





It's important you heal and revive the party right after the boss fight, because when you go to blaze a trail out via that initial path, you're going to be attacked by Valmar Flies and Valmar Young! These fights are well worth their rigors, however: you'll walk away with massive amounts of MC and SC, all the better for mad upgrade action!

CYRUM KINGDOM



ITEMS

1 Missanga

Cyrum's been converted from a thriving seat of culture and commerce into a blitzed-out ghetto with the arrival of Valmar's forces. Following the crash landing, grab the Missanga right near the landing site. Not to spoil anything -- just check your menu screen -- but this is a very useful item. After retrieving the treasure, exit this area, then go into the main kingdom portion and save.

"Missanga" acquired

It's time to meet up with a familiar face and band together to fight off the Valmar Young scourge. Sky Dragon Slash them *away*, in other words. Once you head into the castle, run to the audience chamber, have some words, and off you go! There will be one more fight with Valmar Young after this point. (Here's a heads-up: stock yourself with lots of Baobab Fruit from the Shop; you'll see why in a little bit.) Before you go traipsing into the endgame, though, step outside onto the map screen for a little surprise...

SHOP

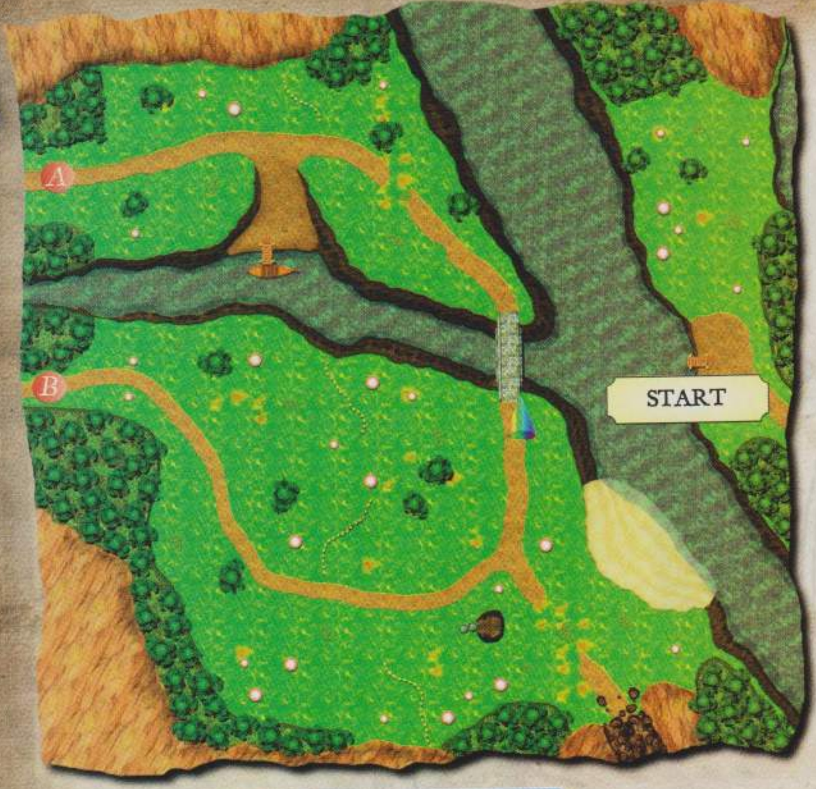
WEAPONS	
Blazing Sword	17000G
Icefang Sword	18000G
Thor Sword	19000G
Decalogue Staff	11800G
Guardian Staff	15500G
Huge Flail	17000G
Sword Breaker	14500G
Wind Cutter	18000G
Demon Shuriken	19800G

ARMOR	
Aura Armor	19800G
Charisma Armor	8000G
Magic Hi-Heels	1100G
Battle Boots	1800G
Heracles' Belt	6200G
Shogun's Belt	5000G
Godspeed Ring	2500G
Anklet	1000G
Fire Charm	400G
Wind Charm	400G
Earth Charm	400G
Lightning Charm	400G
Blizzard Charm	400G

ITEMS	
Holy Wound Salve	60G
Healing Fruit	100G
Scarlet Potion	250G
Healing Incense	400G
Potion of Azure	750G
Purifying Herb	40G
Torte's Reedpipe	30G
Smelling Salts	20G
Blessing Scroll	150G
Vaccine	100G
Panacea	500G
Yomi's Elixir	500G
Baobab Fruit	360G
Magical Medicine	360G
Silver Feather	500G
Super Mogay Bomb	1000G
Flame Stone	200G
Gale Stone	200G
Quake Stone	200G
Electrum Stone	250G
Icefang Stone	250G
Thor Stone	750G
Red Bird Stone	250G
Serpentine	500G

AFTER BIRTHPLACE	
Seed of Life	10000G
Seed of Spells	10000G
Seed of Moves	10000G
Seed of Power	10000G
Seed of Defense	10000G
Seed of Swift	10000G
Seed of Running	10000G
Seed of Magic	10000G
Seed of Psyche	10000G
Lore of Moves	10000G
Lore of Magic	10000G

RAUL HILLS - SPECIAL STAGE



RAUL HILLS 2

D'yer Wanna Get Special?

If the dialogue box at the onset doesn't explain it all, maybe this will: the Raul Special Stage is your opportunity not just to revisit the quaint stone maze, but to plunder some newly placed treasure -- treasure so rich, in fact, that it's among the best in the game! You'll start in Area 2, and need to work your way west via the boat to Area 1. On the way you can pick up some of the treasure you might have missed last time (they'll still be here for you), and have some easy battles with some of the old creatures, but then, once you finally get to the labyrinth...

This field area is a place where
you can enjoy combat without regard
to the progress of the story

"Zero Broadsword" acquired

If you choose the northern path first, you'll come out into a small clearing in Area 2 where, lo and behold, just north of an old treasure chest, there lie four weapons! Walk up to them equip them,... and recognize that they're decoys, fakes, "zero ATK" items. That said, that upper path really maybe isn't worth exploring at all.

AREA MONSTERS

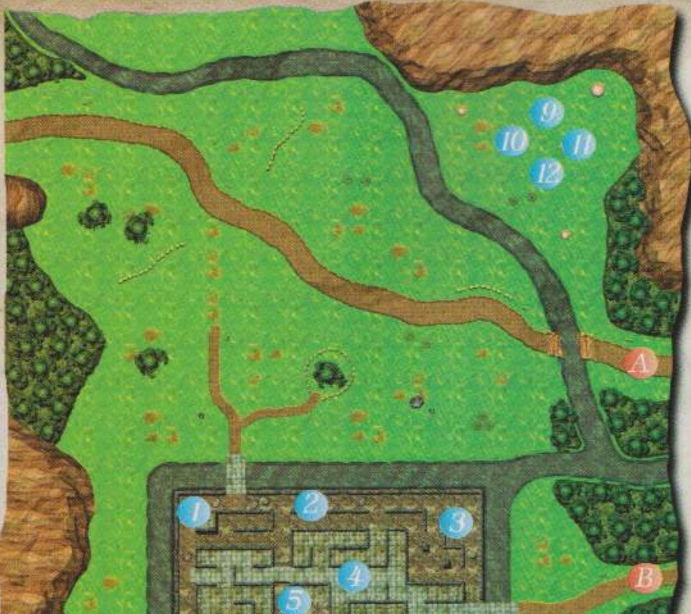
DEVIL

LV: 50 HP: 5800
MP: 630 SP: 0
Def: 303 Mov: 72 Act: 158
Mag Def: 204
XP: 20 SC: 270 MC: 320 GP: 240

ITEMS

Jet-Black Cape Demon Ash

All Raul Hills Monsters Appear
(see page 40)



RAUL HILLS 1

Well, simply put, the Devils will -KILL YOU-. Or at least it's possible. Which is to say it's *very* possible. Unless, of course, you're careful. The method of extermination that they utilize so ruthlessly is a variant on the spell Ba-Boom! In the hands of Devils, Ba-Boom! means "instant death," zero HP, for every party member. Game over. In other words, if there were ever a non-boss battle in the game where it was vital that you take the upper hand and you take *no* prisoners, this would be the one. As soon as battle begins, go to work. Scan the enemy's status windows to see if anyone is planning Ba-Boom! -- if so, immediately direct a Critical or other cancel-attack their way. If Tio is up first, have her use Whisper to the Stars to increase all status levels (most importantly, your ACT). For Ryudo, it's a must that he uses the Sky Dragon Slash, and Elena the White Apocalypse. You'll probably have to repeat one or both of those powerful moves, but it should be enough to win the battle. Repeat every time you meet a Devil and you should be all right. But now you can see the importance of stocking up with Baobab Fruit, because Ryudo's and Elena's moves don't come for free.

You have initiative!

ITEMS

1. Fairy Egg
2. Astral Miracle
3. Sonic Belt
4. Demon Necklace
5. Soul of a Hero
6. Lore of Magic
7. Platinum Feather
8. Energy Charm
9. Zero Broadsword
10. Useless Staff
11. Dull Knife
12. Rusty Hoop

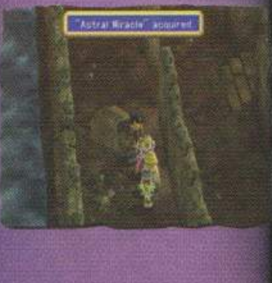
Items
Valuables
10/ 11
NEXT
PREV
Lore of Magic

+1000 Magic Coins : 40

There is so much awesome treasure here. The Soul of Heroes, the Lore of Magic, the Fairy Egg, the Astral Miracle... you want it all, don't you? It's easy enough what with the prescribed method of killing Devils as seen above. When you've had your fill, go back to the crash site and head into the mausoleum...

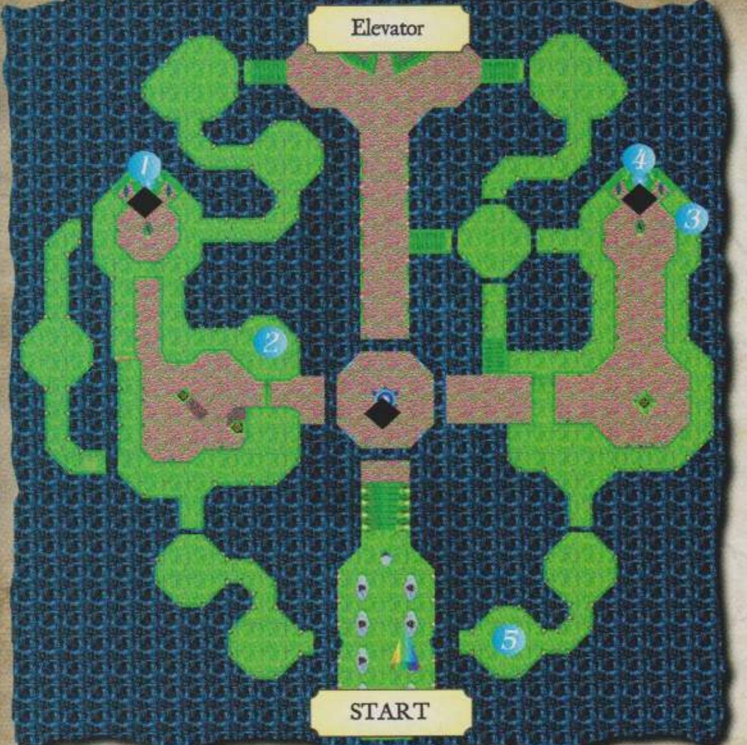
Items
Valuables
11/ 11
NEXT
PREV

Carrying it doubles EXP earned.



"Astral Miracle" acquired

BIRTHPLACE OF THE GODS



BIRTHPLACE OF THE GODS 1

The Birthplace of the Gods is the beginning of the end. This is a long dungeon, though, so don't think you'll be gliding right into that segment we might label the end of the end. The basic trick to this place is to press the control panels whose colors correspond to doors cutting off or allowing access to given areas. Tied up with this is the necessity to light the three colored orbs over the elevator (also controlled by the correspondingly colored panels) in just the right way to grant you access to Area 3's ground floor and the heart of the Birthplace. The whole process is more lengthy than it is difficult, but still, hey -- good luck: respect it.

ITEMS

①	Dragon Egg Book of Sages Ethereal Miracle
②	7500G
③	Flame Stone
④	Hero's Cuirass
⑤	2500G

AREA MONSTERS

YETI

LV: 44 HP: 2130

Def: 245 Mov: 68 Act: 102
Mag Def: 153
XP: 74 SC: 9 MC: 4 GP: 117
Weak vs. Lightning, Strong vs. Earth
ITEMS
Serpentine Charming Heels

DEATH DOBERMAN

LV: 44 HP: 1790

Def: 291 Mov: 80 Act: 132
Mag Def: 173
XP: 83 SC: 13 MC: 115 GP: 106
Weak vs. Fire, Strong vs. Wind
ITEMS
Yomi's Elixir Red Hair Band

EMERALD BIRD

LV: 45 HP: 1860

Def: 108 Mov: 81 Act: 117
Mag Def: 244
XP: 108 SC: 96 MC: 156 GP: 271
Weak vs. Fire, Strong vs. Ice
ITEMS
Magical Medicine Gold Feather

ANCIENT WARRIOR

LV: 45 HP: 2040

Def: 327 Mov: 63 Act: 122
Mag Def: 146
XP: 97 SC: 86 MC: 14 GP: 196
Weak vs. Ice, Strong vs. Fire
ITEMS
Jet-Black Cape Demon Ash

AREA MONSTERS

GUARDIAN

LV: 50 HP: 17000

Def: 324 Mov: 74 Act: 185
Mag Def: 213
XP: 500 SC: 0 MC: 2000 GP: 1600
Weak vs. Earth, Strong vs. Ice

ITEMS

Omnipotent Seed Phoenix Ring

DUAL FIST

LV: 50 HP: 5800

Def: 303 Mov: 72 Act: 158
Mag Def: 204
XP: 450 SC: 1600 MC: 0 GP: 1200
Weak vs. Wind, Strong vs. Ice

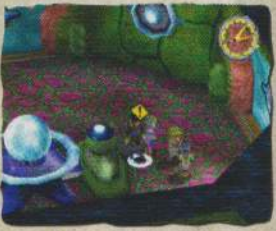
ITEMS

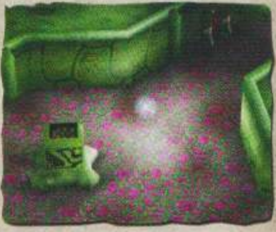
Omnipotent Seed Elf King's Boots

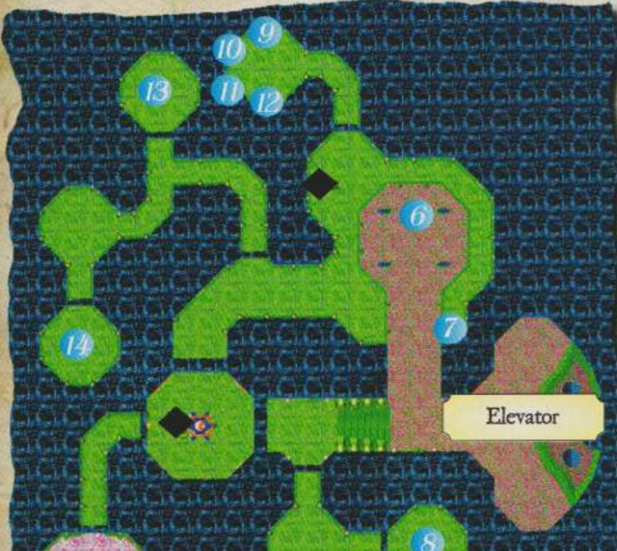
ITEMS

6 Quake Stone
7 Hyper Mogay Bomb
8 Scarlet Potion
9 Mystic Potion
10 Sun Robe
11 Holy Crown
12 Gold Feather
13 Illusion Bandana
14 Hero's Elixir

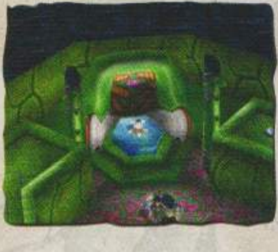
You can't open the first (blue) door just yet, as you'll see. Go out and backtrack -- push the blue panel to open the blue doors. Then go over to the device in the eastern wing that resembles a super-civilized cannon and press **X**. A light beam will emit and bounce off the reflecting mirror into the blue control panel. The result? The post holding the Hero's Cuirass will lower, and the treasure will be yours. Scurry over to the control panel to make sure it's turned on: the blue orb over the elevator must be lit in order to make it operational. That done, circle up to the elevator, and take it to Area 2.

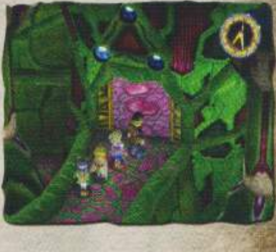


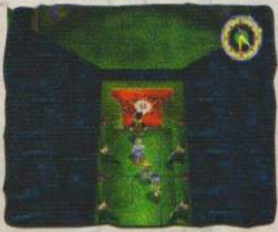


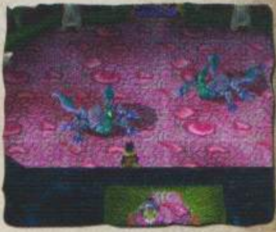


BIRTHPLACE OF THE GODS 2

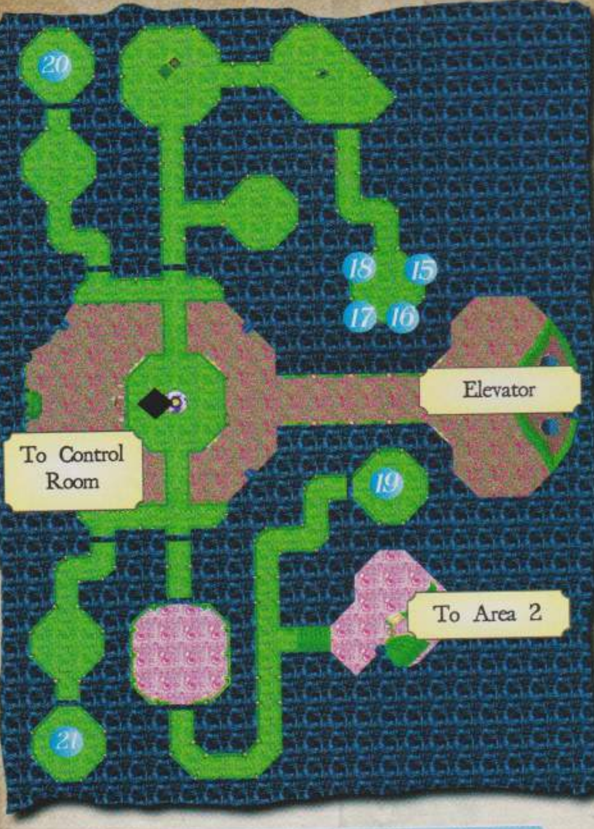




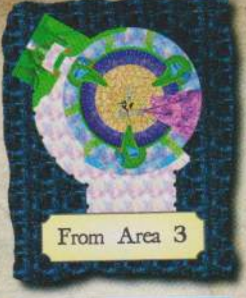




You'll now be in Area 2, or "the red area." From the elevator, head west and up the steps. The red doors before you will be shut, so head south, all the way down till you come to the save point. Save and recover. Now take the stairs to Area 3. (Don't worry about missing out on anything here, as you'll be back in no time flat.) Now on to the third floor, or "yellow." Run up the stairs then follow the south passage. You'll come out in a room with, oh no: two Dual Fists. White Apocalypse and Sky Dragon Slash, that's all there is to it. Repeat once as necessary. Your treasure is the **Elf King's Boots**. Splendid! Go restore, then come back and head north. (continued over)



BIRTHPLACE OF THE GODS 3



CONTROL ROOM

Bypass the yellow console to get the gold first in the northwest passage, then return. Press the console to open the yellow doors, and head to the southwest passage (which was previously inaccessible) to get the Panacea. Now backtrack and go through the yellow door just north of the yellow console. At the end of the passage, push the reflector block along its groove. You'll need to have it in position for what's going to come next. Run to the east. Press the light-shooting device's button, and out will burst a light ball that will trigger the yellow door directly south of the shooter to open. Therein lies treasure, most notably the Valkyrie Dress.

Killer Voltage

Now return to Area 2. When you come up the first staircase you'll see that the yellow door to the north that you were once able to pass through has been closed off. Walk by this door and into the passage ahead to the west, but not before you heal up. For there's a big fight coming up -- two Guardians in the room ahead. Use the same tactics as with the Dual Fists, and you'll come away with the **Phoenix Ring** for Tio, her most powerful weapon. With everything clear, head north to the red console, and give it a press. Now the three colors are lit... but you're still unable to take the elevator to Area 3...

You can head north and collect the Hero's Elixir (the yellow door is shut for now). Follow through afterward along the area's northeastern branch and press the red light-cannon. The red door to the north will open. Get the treasure inside, and then the Hyper Mogay Bomb along the balcony.

Take the elevator to Area 1. Turn the blue control panel off, and then head for the western passage (now open) and push the reflector flush with the wall over to its other position; as for the reflector in the center, slide it halfway down its groove, no further. Press the light-cannon at the end of the passage, and you'll get the chest to lower to the floor -- probably the greatest chest in the game. Or at least the one containing the most obviously valuable valuables: the Dragon Egg, the Book of Sages, and the Ethereal Miracle. Return to the blue control panel and flick it back on. Exit Area 1 via the elevator.

ITEMS

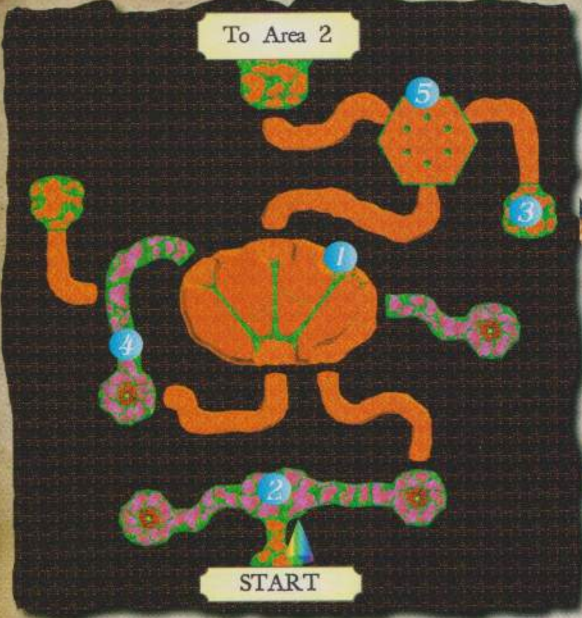
- 15 Gale Stone
- 16 Valkyrie Dress
- 17 Angel's Ring
- 18 Indigo Potion
- 19 Super Mogay Bomb
  Hyper Mogay Bomb
  Kojin Charm
- 20 2500G
- 21 Panacea

Scoot down to Area 3 and turn off the yellow panel. You'll see the elevator take on a special glow directly thereafter, letting you know you did something right. Run back to Area 2 (dizzy yet?) and twist around and through to the red control room from the east door, then head north and go to the yellow door in the northwest that was previously inaccessible. Inside is the Illusion Bandana. You may now proceed to the elevator.

You'll emerge on the ground level of Area 3. Head west, restore and save, then examine the door! Following the dramatic series of events, hustle ever downward on the walkway and answer with the negative to the questions in the trial.

You'll come out at the mausoleum. When asked, choose the option to delay for preparations. Run outside and you can talk to the man in the crowd who will sell you everything from Cyrum, in addition to the power-up seeds and some other new accessories! Buy some Lores to make it happen. Save once just inside the Birthplace, then exit and go up to the energy circle. Press **X** and answer that you're ready to end it.

NEW VALMAR



NEW VALMAR 1

And Now for the Conclusion

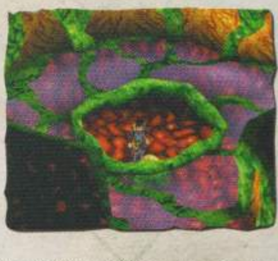
Well it looks like you've made it; yes, it looks like you've made it to the end. Still, the final challenge inside of New Valmar is another lengthy affair that will require stamina and a fair bit of patience. But hold on and brace yourself: soon it will be gone forever...

ITEMS

1	Scarlet Potion Gold Feather Loving Ribbon
2	3000G
3	Potion of Azure
4	All-Around Seed
5	Dirk

Over and Under and Back Again

The elevator panels can raise or lower you beneath the surface with a press of their central orb. Go west and press this first one to slip underneath the blocked passage and to the east. Then come on back to the surface.



Inside of New Valmar, two-tier dungeon design is taken to a new level... pun intended. There won't be any extraordinarily difficult navigation involving going up and over here. Throughout Area 1, you'll only have to race around below ground for a relatively short amount of time to get where you need.

AREA MONSTERS

KILLER TREE

LV: 44 HP: 2310

Def: 382 Mov: 71 Act: 134
Mag Def: 75
XP: 117 SC: 34 MC: 6 GP: 186
Weak vs. Earth, Strong vs. Fire

ITEMS
All-Around Seed Omnipotent Seed

VALMAR MAGNA

LV: 51 HP: 20000

Def: 336 Mov: 79 Act: 214
Mag Def: 176
XP: 600 SC: 50 MC: 300 GP: 1500
Strong vs. Fire

ITEMS
Brave Dirk Mystic Potion

VALMAR MOTH

LV: 51 HP: 3200

Def: 303 Mov: 142 Act: 230
Mag Def: 104
XP: 100 SC: 60 MC: 50 GP: 80
Weak vs. Fire

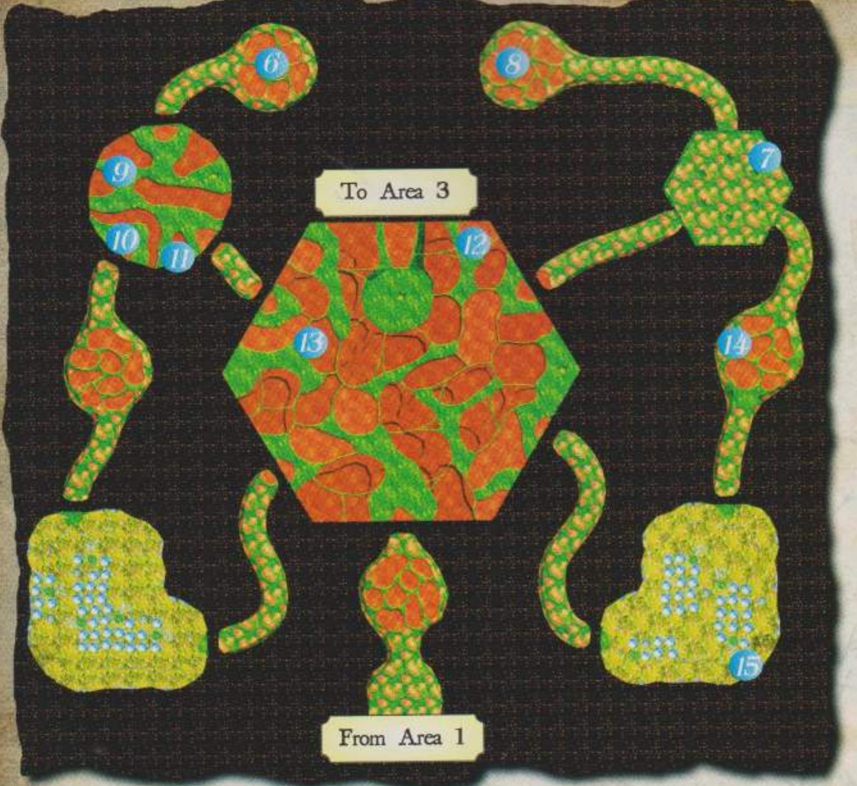
ITEMS
Yomi's Elixir Meteor Scroll

MIND EATER

LV: 47 HP: 2200

Def: 263 Mov: 43 Act: 128
Mag Def: 285
XP: 128 SC: 12 MC: 27 GP: 142
Weak vs. Lightning, Strong vs. Ice

ITEMS
Mana Crystals Seed of Magic



NEW VALMAR 2

"All-Around Seed" acquired.

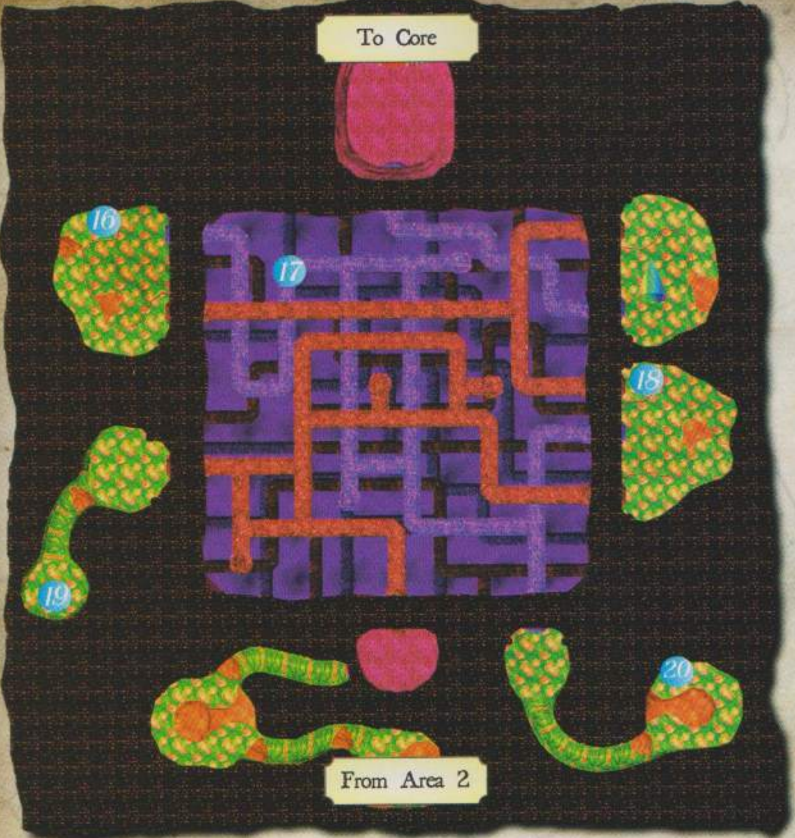
"Scarlet Potion" acquired.
"Gold Feather" acquired.
"Loving Ribbon" acquired.

ITEMS

6 Holy Ghost Staff
7 God of War Helm
8 Indigo Potion
9 Mystic Potion
10 Holy Sword Armor
11 Scattering Stone
12 Yomi's Elixir
13 3000G
14 9000G
15 Yomi's Elixir

Scamper out into the main area. Proceed into the western passage until you come upon the elevator to change your level. Go up, then circle around to that self-same tunnel via the green "highwire"-stalks aboveground in the main passage to nick the All-Around Seed. Return out to the stalks and run along the eastmost one to open the chest containing the Scarlet Potion, Gold Feather, and Loving Ribbon. Now run along the middle stalk and head north. You'll come to a room containing a host of dilating orb-buttons; push the one in front of each passage/alcove to gain access to its treasure or through-way (or even some unwanted enemies). You'll hit the final room of Area 1 via the northwestern route, where you've got to fight a Valmar Magna and two Valmar Moths. Just go all out with your strongest Moves -- there's a save point to restore at up ahead inside of Area 2.

After emerging in the second area, turn west and prepare for your first experience with a bug hatchery. The sheer amount of Moths which crack from the red eggs may disgruntle you, but take heed in knowing that on the other side lies the Holy Sword Armor, and equipping it on Ryudo means all of his moves are in for a significant increase! (Did you think the Sky Dragon Slash could get any stronger?)



Now cross over to the eastern wing. Down in the southeastern-most corner of Area 2 lies the second hatchery. So then, hack through the Moths, get the Yomi's Elixir, and emerge to the main area again. Press the globule button nearby to alter the tectonics. Now press the globule in the very north to make the levels shift even more. You can now access the save point, and also the northwestern area you couldn't get at before. Head there and grab the Holy Ghost Staff, which is the absolute pinnacle of staffery. Press down on the golbule in this portion to make the bottom floor raise up and allow you to pluck its treasure.

to NEW VALMAR 3

NEW VALMAR 3

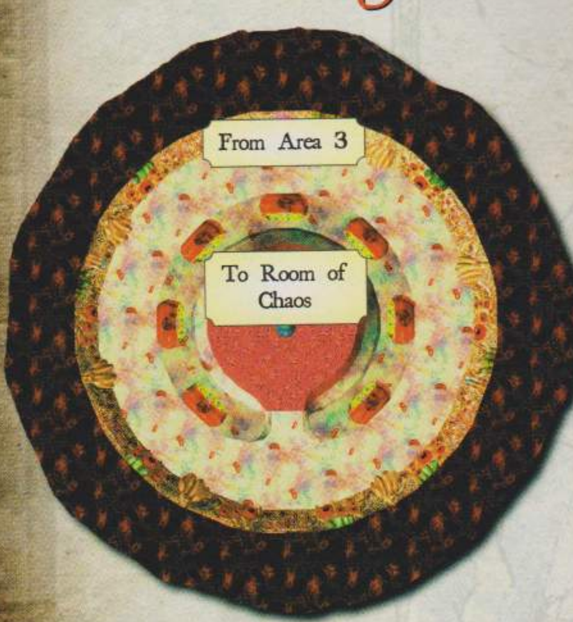
Now on to Area 3. Slice the glob blocks at the beginning to get by. More importantly, dodge the swatting green tentacle-planks in the first room. The electrical-impulse-like clouds swarming about the tube structure in the main areas are just that: swarms, of Valmar Moths. If you aren't careful to duck into alcoves of the tube-network, you'll be forced to fight *every time* you come in contact with a swarm. So... watch it.

ITEMS

16	Golden Potion
17	Mystic Potion
18	Mystic Potion Battle Manicure Ogre Shoes
19	Meteor Scroll Face Paint Priestess' Robe
20	Omnipotent Seed

The blue tubes; ah yes, the blue tubes. They are at a lower level. Take one of them to the southeast and grab the Omnipotent Seed. Then twist around to the save room right after you explore the fork leading to the Ogre Shoes chest. When you finally wind to the main northern room, you'll fight two Valmar Magnas. This is almost it, kids. Go back, save, then enter the core.

The Endgame



NEW VALMAR CORE

BOSS

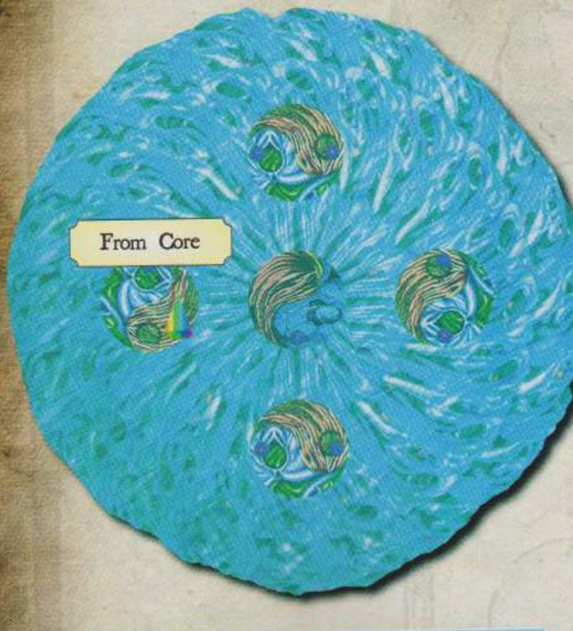
FINAL BOSSES PART ONE

? ? ?
BODY
LV: 55 HP: 48000
XP: 0 SC: 0
MC: 0 GP: 0
LEFT HEAD.......HP: 35000
XP: 0 SC: 0 MC: 0 GP: 0
MIDDLE HEAD...HP: 42000
XP: 0 SC: 0 MC: 0 GP: 0
RIGHT HEAD.....HP: 28000
XP: 0 SC: 0 MC: 0 GP: 0

? ? ?
LV: 55 HP: 48000
XP: 0 SC: 0
MC: 0 GP: 0

First off: have Tio use her Whisper to the Stars (and repeat) when she has her first chance. The Destruction Light is not pretty, and hits for over a thousand. Therefore put someone on Alhealer or Healing Incense duty, if only occasionally. Besides damaging big-time, the Dead Claw move will bestow Move Blocks on its victims, which is an unlovely problem you don't need. (While not as devastating as the Dead Claw, the Hammer Claw can still mow, and how, through several of the party members.) Have Roan perform the True Dragon Rise on the individual heads; with Ryudo doing Sky Dragon Slash, and Elena with White Apocalypse, of course. The main body's Vanish attack will dismiss all of your party's status bonuses; but it's the Day of Judgment which is the most deadly. It will -1 your MOV and do approximately 1500HP damage to everyone. You must persevere.

The first set of bosses defeated, you'll gain another member to the party! But just as it seems that five will be company, a chasm rips forth, declaring that five was in fact a crowd, and separates your team: it's now only Ryudo, Elena, and the other member left. Skill-equip this new member (whose identity I'm being intentionally coy about revealing) and make sure you're all set. Then, step into the green circle to warp to the Room of Chaos. This is the final, *final* end, for real, this time. Honest. Now good luck. Save and restore at the save point, then let the endgame commence.



ROOM OF CHAOS

BOSS

FINAL BOSSES PART TWO

VALMAR'S TONGUE
LV: 52 HP: 27000
XP: 3000 SC: 4000
MC: 1000 GP: 0
LEFT HAND.......HP: 18000
RIGHT HAND....HP: 18000
HEAD...................HP: 9000

VALMAR'S EYE
LV: 53 HP: 20000
XP: 3000 SC: 4000
MC: 1000 GP: 0
L.TENDRIL.......HP: 20000
R.TENDRIL.......HP: 20000
EYEBALL BATS...HP: 20000

VALMAR'S HEART
LV: 54 HP: 25000
XP: 3000 SC: 4000
MC: 1000 GP: 0
LEFT EYE..........HP: 16000
RIGHT EYE.........HP: 16000

Inside the Room of Chaos, you'll step up to a different piece of Valmar on each of the floating platforms. You should be well familiar with them by now: just be sure to adjust your strategy to compensate for the stat-increase from the last time you faced each of them (i.e., Sky Dragon Slash / White Apocalypse your way to victory). After each battle, warp back to the first platform and save, just for good measure. Then on platform number four, awaits...

? ? ?
LV: 56 HP: 36000

This is it: the final battle. Nonetheless, the first boss detailed above in "Part One" actually stands as the more difficult! Which means if you've made it this far, you won't have much of a problem. Go all out, use everything you've got... and you'll experience a joyous end! Congratulations (in advance)!

The End.

APPENDIX

Weapons

SWORDS	Used By: Ryudo		
Name	Price	ATK	Special Abilities.
Zero Broadsword	--	·0	
Geoblade	400	·18	
Falx	500	·22	
Shamshir	620	·26	
Army Saber	750	·32	
Samurai Blade	900	·38	
Sword of Purity	1200	·40	Effective on the undead.
Flamberge	1440	·40	Fire-based sword (Burn!)
Shadowblade	4000	·44	-4 to MOV; Sudden Death.
Swordfish Sword	2200	·52	
Ogre Slayer	2600	·55	Effective on humanoids.
Claymore	3600	·60	
Fine Broadsword	4500	·70	
Sword of Mikage	6900	·77	
Silver Freeze	7480	·80	Blizzard-based (Freeze!)
Silence Sword	8500	·85	Magic-block ability.
Maken Valborg	12000	·100	Drains HP as 10% of damage.
Holy Soul Blade	14000	·112	Attack drops enemy DEF -1.
Blazing Sword	17000	·120	Fire-based sword.
Icefang Sword	18000	·122	Blizzard-based sword.
Thor Sword	19000	·125	Lightning-based sword.
Granasaber	--	·150	Cuts SP consumption by 15%.

STAFFS	Used By: Elena		
Name	Price	ATK	Special Abilities.
Useless Staff	--	·0	
Dragon Wand	15000	·11	Lightning-based (DragonZap)
Prayer Staff	500	·22	
Iron Rod	720	·30	
Flame Staff	1250	·40	Fire-based (Burn!)
Battle Rod	960	·45	
Oracle's Staff	1800	·50	Cures confusion.
Sister's Staff	3500	·55	Can cast Cure.
Blazing Staff	4200	·60	Fire-based (Burnflame)
Whirlwind Staff	4200	·60	Wind-based (Howlslash)
Quarry Staff	4200	·60	Earth-based (Tremor)
Lullaby Staff	5880	·65	Sleep effect.
Buster Flail	4400	·70	-5 MOV.
Aromatic Root	7200	·75	Can cast Refresh.
Silver Flail	6800	·82	-5 MOV.
Golden Flail	8200	·92	-5 MOV.
Priest's Staff	12000	·99	Can cast Halvah.
Decalogue Staff	11800	·108	Magic/move block effect.
Guardian Staff	15500	·118	Earth-based (Diggin')
Huge Flail	17000	·128	-5 MOV.
Holy Ghost Staff	--	·138	Cuts MP consumption by 10%.

BOWS Used By: Millenia

Name	Price	ATK	Special Abilities.
Crossbow	860	·35	
Burning Bow	1440	·45	Fire-based.
Flying Fish Bow	2400	·55	Effective against birds.
Arbalest	4500	·70	
Dread Bow	7400	·85	
Exorcism Bow	11500	·105	Effective on the undead.
Black Angel Bow	22000	·135	Drains MP as 10% of damage.

KNIVES Used By: Roan

Name	Price	ATK	Special Abilities.
Dull Knife	--	·0	
Multiple Knife	650	·28	
Hunter's Knife	880	·36	Effective against animals.
Ice Pick	1440	·44	Blizzard effect.
Flint Knife	2000	·48	
Poisoned Knife	2980	·50	Poison effect.
Warp Knife	2750	·55	Warp during attack.
Main Gauche	4600	·62	·10 DEF.
Soul Eater	6800	·75	Drains HP as 10% of damage.
Sword Breaker	14500	·110	Attack drops enemy ATK -1.
Gladius	--	·125	
Dirk	23000	·140	Casts WOW!
Brave Dirk	26000	·145	·5 SP recovery during attack.

AXES Used By: Mareg

Name	Price	ATK	Special Abilities.
Battleax	1180	·42	
Hammer Axe	2200	·52	
Dragonslayer Axe	3680	·58	Effective against reptiles.
Dragonfly Slayer	4120	·60	Effective on bugs / crustaceans.
Halberd	4400	·68	
Earthen Axe	7500	·78	·10 DEF; Earth-based.
Bardiche	8000	·86	
Inferno Battleax	9800	·98	Fire-based (Burnstrike)
Tundra Battleax	10000	·101	Blizzard-based (Crackle)
Rune Axe	13500	·107	Reduces IP slowing.
Leo Rex Battleax	16000	·120	·3 SP recovery during combat.

CHAKRAMS Used By: Tio

Name	Price	ATK	Special Abilities.
Rusty Hoop	--	·0	
Moon Claw	4480	·68	
Double Moon	6900	·77	
Discus	8400	·86	Effective on bugs / crustaceans.
Bloody Saucer	9200	·90	Drains HP as 10% of damage.
Binding Circle	12000	·92	Lightning-based; paralysis.
Balor	13800	·108	-5% SP consumption.
Angel Circle	15500	·116	Effective against the undead.
Wind Cutter	18000	·122	Wind-based.
Demon Shuriken	19800	·128	·5 ACT.
Phoenix Ring	25000	·142	·1 SP recovery.

Armor & Defense

HEAVY ARMOR Used By: Ryudo, Mareg

Name	Price	DEF	Special Abilities.
Shoulder Guards	1280	+23	
Plate Mail	1400	+25	
Swordfish Armor	2800	+30	
BlackQuartz Mail	5500	+38	
Warrior Mail	8500	+45	
Dragonscale Mail	9800	+50	
Halo Armor	16500	+55	Level 2 lightning resistance.
Paladin Armor	18000	+60	Poison/paralysis/plague resistance.
Moonstone Armor	20000	+65	Magic block resistance.
Holy Sword Armor	32000	+75	Raises power of moves.

LIGHT ARMOR Used By: Ryudo, Roan, Mareg, Tio

Name	Price	DEF	Special Abilities.
Leather Armor	750	+17	
Chain Mail	950	+20	
Shell Armor	1500	+26	
Ancient Cuirass	3600	+32	Suppresses IP slowing.
Earthen Cuirass	8200	+42	Level 2 earth resistance.
Flame Armor	9200	+46	Level 2 fire resistance.
Dark Armor	13000	+52	+1 SP recovery when damaged.
Aura Armor	19800	+64	Ups power of moves.
Reflect Mail	25000	+68	Sometimes reflects damage.
Hero's Cuirass	29000	+72	Restores some HP in combat.

DRESSES Used By: Elena, Millenia, Tio

Name	Price	DEF	Special Abilities.
Tight Dress	10	+0	Nulls magic of friends and foes.
Crimson Bolero	1120	+22	
Flare Dress	2980	+30	Level 2 fire resistance.
Mithril Dress	8000	+40	
Red Fur Coat	9200	+46	Level 2 blizzard resistance.
Sylph's Robe	12800	+48	Level 2 wind resistance.
Resist Dress	17800	+56	Level 1 all attack resistance.
Tenma's Dress	28000	+72	Level 2 all attack resistance.
Valkyrie Dress	30000	+74	+5 ACT.

ROBES Used By: Elena, Millenia, Roan, Tio

Name	Price	DEF	Special Abilities.
Guardian Robe	1200	+22	Gives poison resistance.
Pixie's Robe	2600	+26	Sleep/confusion resistance.
Sister's Robe	4500	+35	Gives poison resistance.
Purple Robe	4500	+35	Gives paralysis resistance.
Priest's Robe	16000	+54	Poison/paralysis resistance.
Imperial Garb	--	+60	
Angel's Robe	18800	+62	Restores some HP in combat.
Priestess' Robe	27000	+68	All status order resistance.

CLOTH ARMOR Used By: All

Name	Price	DEF	Special Abilities.
Cuir Bouilli	500	+12	
Leather Jacket	650	+14	
Adventure Clothes	720	+16	
Quilted Silk	800	+18	
Illusion Clothes	3480	+32	Ups evasion by 5%.
Lion Field Garb	5980	+35	+5 ATK.
Ancient Suit	8000	+40	
Dragon Vest	9500	+48	+5 MOV.
Ninja Clothes	11500	+54	Ups evasion by 10%.

Holy Clothes	17200	+58	Gives plague resistance.
Sun Robe	27500	+70	Reduces IP slowing.

HELMS Used By: Ryudo, Mareg, Roan (Later)

Name	Price	DEF	Special Abilities.
Stone Head	450	+11	Negates knock-back.
Iron Helm	600	+15	
Swordfish Helmet	1250	+20	
Ogre Helm	1450	+25	-5 MOV.
BlackQuartz Helm	2200	+25	
Battle Helm	3400	+30	
Dragon Bone Helm	4000	+36	
Charisma Helm	8000	+38	+5 ACT.
Adamantine Helm	6200	+42	Suppresses IP slowing.
Paladin Helm	7000	+44	Gives magic block resistance.
Reflect Helm	11000	+45	Sometimes reflects 10% of damage.
God of War Helm	12400	+50	Suppresses IP slowing.

HEADPIECES Used By: Elena, Millenia, Tio, Roan (Later)

Name	Price	DEF	Special Abilities.
Red Hair Ribbon	10	+0	Restores some HP in combat.
Silk Hair Band	200	+2	
Ruby Barrette	350	+8	Level 1 fire resistance.
Magnolia Bandana	1080	+16	Level 1 earth resistance.
Lightning Tiara	3100	+26	Level 1 lightning resistance.
Azure Barrette	3400	+30	
Fairy Ribbon	3500	+32	Confusion resistance.
Moonlight Tiara	9200	+42	Level 1 confusion/blizzard resistance.
Starlight Tiara	11800	+45	Cuts MP consumption by 15%.
Loving Ribbon	11500	+46	Restore some HP in combat.
Holy Crown	12000	+48	Suppresses IP slowing.

BANDANAS Used By: Ryudo, Roan, Mareg, Tio

Name	Price	DEF	Special Abilities.
Hair Band	--	+2	
Bandana	250	+5	
Leather Bandana	350	+8	
Iron Bandana	480	+12	
Hide Turban	550	+14	
Bravery Bandana	2800	+22	+5 ACT
Black Band	2250	+22	Sleep resistance.
Mercury Bandana	3200	+26	+10 MOV.
Flame Bandana	3600	+30	Level 1 fire resistance.
Man's Headband	4200	+36	+10 ATK; Suppresses IP slowing.
Illusion Bandana	11800	+48	Sometimes evades attack.

HATS Used By: All

Name	Price	DEF	Special Abilities.
Climbing Hat	240	+4	
Traveler's Hat	300	+6	
Guardian Hat	450	+10	Gives sleep resistance.
Feathered Hat	1120	+18	
Sister's Hat	1750	+20	Paralysis resistance.
Wizard's Hat	2000	+22	Magic block resistance.
Phoenix Hat	4800	+34	Reduces IP slowing.
Priest's Hat	5800	+36	Magic/move block resistance.

BOOTS Used By: All

Name	Price	DEF	Special Abilities.
Leather Leggings	280	+4	
Hunter's Boots	400	+4	+8 MOV.
Wing Boots	720	+5	+15 MOV; Level 2 earth resist.
Heavy Boots	800	+6	+10 MOV; negates knock-back.

Mach Boots	1100	+6	+20 MOV.
Warrior Leggings	1400	+10	+10 MOV.
Battle Boots	1800	+12	+12 MOV.
Wolf Boots	3100	+15	+15 MOV; ups evasion by 5%.
Royal Boots	--	+18	+18 MOV.
Elf King's Boots	6200	+20	+5 MOV; Level 2 attack resist.
Lion Boots	5000	+20	+20 MOV.

SHOES Used By: All

Name	Price	DEF	Special Abilities.
Man's Iron Clogs	820	+0	-5 MOV; negates knock-back.
Pumps	160	+0	+4 MOV; Mareg can't wear.
Crampons	420	+0	+4 MOV; Level 2 blizzard resist.
Children's Boots	180	+0	+8 MOV; Mareg can't wear.
Climbing Boots	200	+2	+6 MOV.
Dash Shoes	460	+4	+10 MOV.
Giant's Shoes	520	+5	+5 MOV; only Mareg can wear.
Odd Wooden Clogs	580	+5	+5 MOV; gives warp evasion.
Flame Shoes	600	+5	+5 MOV; Level 2 fire resist.
Warp Shoes	1600	+10	Warp movement.
Shadow Shoes	1550	+10	+15 MOV; ups evasion by 10%.
Ogre Shoes	2000	+10	+50 MOV.

HEELS Used By: Elena, Millenia, Tio

Name	Price	DEF	Special Abilities.
Charming Heels	10	+0	Ups evasion by 25%.
Hi-Heels	150	+0	+2 MOV.
Red Shoes	2000	+0	+10 MOV; +5 ACT.
Queen Heels	4000	+0	+10 MOV; +10 ACT; reduces IP slowing.
Glass Slippers	8000	+0	+10 MOV; +20 ACT.
Magic Hi-Heels	1100	+8	+12 MOV.
Goddess Hi-Heels	2000	+10	+5 MOV; Level 1 attack resist.
Rainbow Hi-Heels	1750	+14	+14 MOV; gives warp evasion.

Accessories

Used By: All

Name	Price	Special Abilities.
Shogun's Brace	5000	+40 DEF.
Magical Brace	1500	+20 DEF.
Gauntlet	800	+15 DEF.
Iron Bracelet	400	+8 DEF.
Leather Brace	240	+4 DEF.
Hercules' Brace	660	+5 ATK.
Anklet	1000	+40 ACT.
Pretty Bracelet	5000	
Friends Necklace	2500	+25 DEF.
Coral Necklace	1800	+10 DEF; poison/sleep/confusion resist.
Crystal Brooch	800	+10 DEF; Level 3 earth resist.
Fire Pendant	800	+10 DEF; Level 3 fire resist.
Demon Necklace	20000	Cuts MP consumption by 25%.
Forbear Necklace	2000	+10 ACT; suppresses IP slowing.
Pretty Necklace	10000	
Crescent Jade	1500	+15 DEF; sleep/confusion resist.
Talisman	1500	+15 ATK; poison/paralysis resist.
Energy Ring	3000	+15 DEF; damage ups SP by 5.
Thunder Ring	1000	+10DEF; Level 3 lightning/paralysis resist.
Snake Earrings	800	+10 DEF; poison resistance.
Reflection Ring	750	+10 DEF; sometimes reflects damage.
Healing Ring	500	+5 DEF; can cast Heal.
Ring of Guarding	5000	+5 DEF; resist all status disorders.

Angel's Ring	10000	·5 DEF; restores some HP in combat.
Revival Gem	5000	·5 DEF; revives fallen members once.
Godspeed Ring	2500	·15 ACT.
Rune Necklace	750	·5 ACT; suppresses IP slowing.
Titan's Ring	1800	·20 ACT.
Moebius Ring	750	·2 ATK/DEF/ACT/MOV.
Jade Charm	420	·2 ATK/DEF.
Rage Ring	1200	·10 ATK; damage ups SP by 3.
Meteor Earring	1500	·20 MOV; ups evasion by 20%.
Mirage Earring	600	·10 MOV; ups evasion by 15%.
Energy Charm	18000	Cuts SP consumption by 25%.
Mana Insignia	7500	Cuts MP consumption by 15%.
Dark Ring	750	Negates damage under 100.
Pretty Ring	1000	
Raincoat	800	·10 DEF; sleep resistance.
Arctic Cape	800	·10 DEF; Level 3 blizzard resist.
North Wind Cape	600	·10 MOV; Level 3 wind resist.
Jet-Black Cape	15000	All status resist; Level 5 attack resist.
Mystic Veil	12000	All status disorder resist.
Sonic Belt	15000	·40 ACT.
Heracles' Belt	6200	·40 ATK.
Salamander Tail	800	·40 ATK; Level 10 fire resist.
Black Belt	2200	·15 ATK; ups power of moves.
Heavy Stone	120	·5 DEF; -5 MOV; negates knockback.
King's Pride	5000	·25 ATK; ups power of moves.
Soul of Asura	12000	Combo attack ·2.
Demon's Tears	5000	Combo attack ·1.
Dragon Scales	1500	Negates damage under 200.
Bonds of Trust	2	·5 ACT (raises IP).

Mana Crystals	25000	Restores some MP in combat.
Kojin Charm	10000	Level 3 all attack resistance.
Divine Talisman	6000	Cuts SP consumption by 15%.
Relief Tag	4000	Restores some HP in combat.
Mars Talisman	2000	Move/magic block resist (Refresh)
Poison Charm	250	Poison resistance.
Paralysis Charm	250	Paralysis resistance.
Sleep Charm	250	Sleep resistance.
Confusion Charm	250	Confusion resistance.
Plague Charm	600	Plague resistance.
Move Block Charm	400	Move block resistance.
Magic Block Charm	400	Magic block resistance.
Fire Charm	400	Level 5 fire resistance.
Wind Charm	400	Level 5 wind resistance.
Earth Charm	400	Level 5 earth resistance.
Lightning Charm	400	Level 5 lightning resistance.
Blizzard Charm	400	Level 5 blizzard resistance.

Items

RECOVERY ITEMS **Used By: All**

Name	Price	Special Abilities
Medicinal Herb	10	Restores 200 HP to one.
Wound Salve	24	Restores 400 HP to one.
Yomi's Elixir	500	Resurrects with full HP.
Poison Antidote	14	Cures poison in one.
Paralysis Salve	14	Cures paralysis in one.
Healing Herb	50	250HP to all.
Hero's Elixir	1000	Revives character, ·5 all levels.
Miracle Elixir	1000	Revives character right to COM.

Purifying Herb	40	Cures poison and paralysis to one.
Torte's Reedpipe	30	Awakens a sleeping character.
Eye Drops	14	Awakens a sleeping character.
Smelling Salts	20	Cures confusion in one.
Vaccine	100	Cures plague in one.
Move Blessing	50	Releases move blocks in one.
Magic Blessing	50	Releases magic blocks in one.
Blessing Scroll	150	Releases move/magic blocks in one.
Panacea	500	Cures all status disorders in one.
Mystic Potion	500	Restores all HP to one.
Scarlet Potion	250	Restores 1600 HP to one.
Potion of Azure	750	Restores 1500 HP to all.
Healing Fruit	100	Restores 1200 HP to one.
Caterpillar Soup	500	1000 HP to some; cures plague.
Healing Incense	400	Restores 1000 HP to all.
Holy Wound Salve	60	Restores 800 HP to one.
Fresh Sandwich	100	600 HP to one; cures poison/paralysis.
Scroll of Alheal	120	Restores 500 HP to all.
Toad Oil	80	Restores 300HP to one; -2DEF.
Golden Nut	2000	Restores 72 HP to one.
Indigo Potion	1000	Restores all MP to one.
Magical Medicine	360	Restores 100 MP to one.
Grail Fruit	120	Restores 50 MP to one.
Lumir Flower	40	Restores 25 MP to one.
Nut of Light	2000	Restores all SP to all.
Golden Potion	1000	Restores all SP to one.
Baobab Fruit	360	Restores 100 SP to one.
Butter Roll	120	Restores 50 SP to one.
Blueberry	40	Restores 25 SP to one.
Calming Harp	250	Restores 200 HP to some; may break.
Mana Harp	200	Restores 25 MP to one; may break.
Lion Harp	800	Restores 25 SP to one; may break.
Golden Statue	1000	Restores 5 MP to one.

BATTLE ITEMS Used By: All

Name	Price	Special Abilities.
Icefang Stone	150	1200 Power on one; blizzard-based.
Electrum Stone	250	750 Power on some; lightning-based.
Gale Stone	200	700 Power on some; wind-based.
Flame Stone	200	650 Power on some; fire-based.
Quake Stone	200	650 Power on some; earth-based.
Thor Stone	750	1500 Power on all; lightning-based.
Red Bird Stone	250	1200 Power to one; fire-based.
Scattering Stone	50	Scatters bunched-up friends in battle.
Hyper Mogay Bomb	2000	2000 Power on all; cancel effect.
Super Mogay Bomb	1000	1000 Power on some; big IP damage.
Mogay Bomb	250	500 Power on some; IP damage.
Serpentine	500	1500 Power on all.
Spiderweb	400	1200 Power on some; -1 MOV.
Dynamite	240	1000 Power on some.
Red Goblin Toad	120	900 Power; poison effect.
Holy Ashes	200	700 Power on some; good vs. undead.
Insecticide Bomb	60	650 Power on one; good vs. bugs.
Makibishi	150	600 Power on some; -1 MOV.
Sandman Whiskers	1000	500 Power on one; -1 DEF.
Mushroom Cloud	20	400 Power on one.
Firebomb	60	300 Power on some; fire-based.
Hand Grenade	60	300 Power on on some.
Goblin Toadstool	30	250 Power on one; poison effect.

Meteor Scroll	500	2500 Power on one.
Fireball Scroll	50	400 Power on one; fire-based.
Whirlwind Scroll	60	300 Power on some; wind-based.
Battle Manicure	150	·5 ATK Level on one.
Face Paint	150	·5 ACT Level on one.
Demon Ash	200	-1 all Levels on one.
Muscle Mushroom	50	·2 ATK Level on some.
Guard Mushroom	50	·2 DEF Level on some.
Speed Mushroom	50	·2 ACT Level on some.
Runner Mushroom	50	·2 MOV Level on some.
Myriad Power Nut	20	·1 ATK Level on some.
Patience Nut	20	·1 DEF Level on some.
Sympathy Nut	20	·1 ACT Level on some.
Swiftness Nut	20	·1 MOV Level on some.
Powerless Nut	50	-1 ATK Level on some.
Weakness Nut	50	-1 DEF Level on some.
Exhaustion Nut	50	-1 ACT Level on some.
Slowpoke Nut	50	-1 MOV Level on some.
Sleeping Harp	250	Sleep effect on some; may break.
Silence Lute	250	Magic block on some; may break.
Mermaid Harp	250	Confusion effect on some; may break.
Bone Harp	250	-2 DEF Level on some; may break.
Platinum Feather	2500	Greatly increases IP on all.
Gold Feather	1000	Greatly increases IP on some.
Silver Feather	5000	Greatly increases IP on one.
Kuko Berry	10	Confusion effect on one.

RARE ITEMS Used By: All

Name	Price	Special Abilities.
Seed of Life	10000	·10 to max HP.
Seed of Spells	10000	·10 to max MP.
Seed of Moves	10000	·10 to max SP.
Seed of Power	10000	·3 to Strength.
Seed of Defense	10000	·3 to Vitality.
Seed of Swift	10000	·3 to Agility.
Seed of Running	10000	·3 to Speed.
Seed of Magic	10000	·3 to Magic.
Seed of Psyche	10000	·3 to Mentality.
All-Around Seed	--	·10 to max HP/SP/MP.
Omnipotent Seed	--	·3 to STR/VIT/AGI/SPD/MAG/MEN.
Poff Nut	50	Feed to Carro.
Lore of Moves	10000	·1000 SC.
Lore of Magic	10000	·1000 MC.
Miracle Scales	--	Carrying it doubles gold earned.
Soul of a Hero	--	Carrying it doubles XP earned.
Astral Miracle	--	Carrying it doubles SC earned.
Ethereal Miracle		Carrying it doubles MC earned.
Missanga		There'd be a plot spoiler in telling...
Roan's Medal		Roan's family heirloom.

Moves

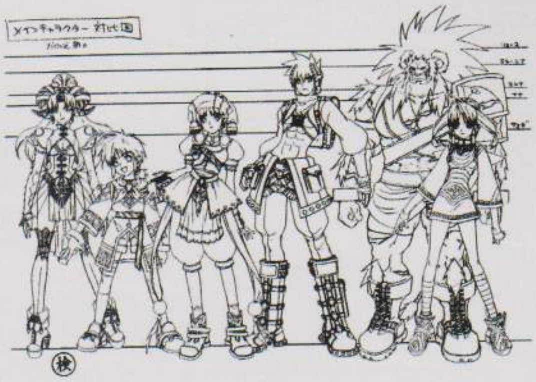
Tenseiken Slash	Ryudo	SP: 24	Upward slash from below; cancel effect.	(One Enemy.)
Flying Tenseiken	Ryudo	SP: 40	Skye grabs enemy for an uppercut slash.	(One Enemy.)
Purple Lightning	Ryudo	SP: 32	Deadly slash with a lightning-lit sword.	(One Enemy.)
Sky Dragon Slash	Ryudo	SP: 99	"The ultimate esoteric deadly slash."	(All Enemies.)
Impact Bomb	Elena	SP: 25	Ball of light pounds enemies; cancel effect.	(One Enemy.)
Nightmare Ball	Elena	SP: 18	Bubbles from staff put enemies asleep.	(Some Enemies.)
Droplets of Life	Elena	SP: 90	Water of life completely restores all.	(All Allies.)
White Apocalypse	Elena	SP: 80	Intense light reduces enemies to dust.	(All Enemies.)
Arrow Shot	Millenia	SP: 25	A single surefire shot; cancel effect.	(One Enemy.)
Heel Crush	Millenia	SP: 20	Deadly heel attack saps enemy spirit: -1 ACT/-1 MOV.	(One Enemy.)
Fallen Wings	Millenia	SP: 75	Attack with wing power.	(All Enemies.)
Starving Tongue	Millenia	SP: 55	Absorb HP with tongue power.	(All Enemies.)
Spellbinding Eye	Millenia	SP: 60	Block enemy movement.	(One Enemy.)
Grudging Claw	Millenia	SP: 42	Split enemy with claw power.	(One Enemy.)
Golden Hammer	Roan	SP: 22	Attack with a huge hammer; cancel effect.	(One Enemy.)
Snowball Fight!	Roan	SP: 40	Attack by throwing a huge snowball.	(Some Enemies.)
Dragon Rise	Roan	SP: 38	"Legendary esoteric attack."	(One Enemy.)
Vitality March	Roan	SP: 20	Cures status disorders with a green flute.	(All Allies.)
Ice Prison	Roan	SP: 30	Deadly slash with cold.	(One Enemy.)
True Dragon Rise	Roan	SP: 42	"*True* legendary esoteric attack."	(One Enemy.)
Beast-Fang Cut	Mareg	SP: 26	Spirited attack with axe; cancel effect.	(One Enemy.)
Beast-King Blast	Mareg	SP: 52	Blast enemies with beast-soul power.	(Enemies in Vicinity.)
Beast-King Smash	Mareg	SP: 44	Killer blow with all mind and body.	(One Enemy.)
Lion Roar	Mareg	SP: 18	Heartening roar increases attack power.	(All Allies.)
Lotus Flower	Tio	SP: 28	A splendid attack; cancel effect.	(Enemy Line.)
Fast-Dance Whirl	Tio	SP: 38	A legendary attack dance.	(One Enemy.)
Whisper to Stars	Tio	SP: 36	Power of stars raises all variable status.	(All Allies.)
Tornado	Tio	SP: 48	A dance move that stops wind currents.	(All Enemies.)

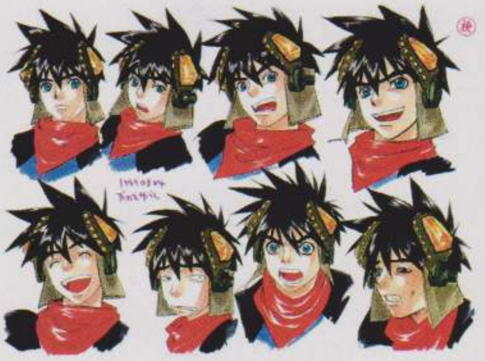
Magic

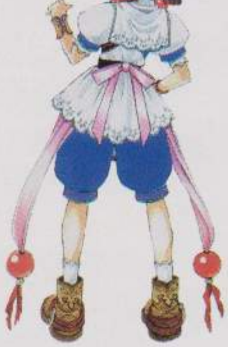
Burn!	Chaos/Gravity/Star/Dragon Egg	MP: 6	Attack enemy with fireballs. (One Enemy.)
Burnflame	Chaos/Gravity/Star/Dragon Egg	MP: 16	Attack with a huge pillar of fire. (Some Enemies.)
Burnstrike	Chaos/Gravity/Star/Dragon Egg	MP: 20	Attack enemy with countless firebirds. (One Enemy.)
Hellburner	Chaos/Gravity/Star/Dragon Egg	MP: 42	Burn up enemy with fire. (All Enemies.)
Heal	Holy/Chaos/Mist/Gravity/Soul/Fairy Egg	MP: 6	Restores a little HP. (One Ally.)
Healer	Holy/Chaos/Mist/Soul/Fairy Egg	MP: 12	Restores a lot of HP (One Ally.)
Healer +	Holy/Mist/Fairy Egg	MP: 24	Restores all HP. (One Ally.)
Alhealer	Holy/Gravity/Soul/Fairy Egg	MP: 18	Restores a lot of HP. (All Allies.)
Snooze	Holy/Chaos/Gravity/Star Egg	MP: 5	Puts enemies to sleep with bubbles. (All Enemies.)
Resurrect	Mist/Soul/Star/Fairy Egg	MP: 40	Revives a fallen character. (One Ally.)
Howl	Chaos/Mist/Soul/Dragon Egg	MP: 9	Attack with tornado energy. (One Enemy.)
Howlslash	Chaos/Mist/Soul/Dragon Egg	MP: 14	Attack with sharp wind blades. (Enemy Line.)
Howlnado	Chaos/Mist/Soul/Dragon Egg	MP: 45	Tornado attack that engulphs all enemies. (All Enemies.)
Shhh!	Holy/Mist/Soul Egg	MP: 10	Blocks magic with a vacuum. (Some Enemies.)
Runner	Holy/Chaos/Mist/Fairy Egg	MP: 3	Boosts Movement with a tailwind. (All Allies.)
Tremor	Holy/Gravity/Star/Dragon Egg	MP: 15	Call up earth energy and attack. (Some Enemies.)
Quake	Holy/Gravity/Star/Dragon Egg	MP: 40	Attack all enemies with earth rage. (All Enemies.)
Diggin'	Holy/Mist/Star/Fairy Egg	MP: 4	Ups Defense with the power of earth. (All Allies.)
Def-Loss	Mist/Gravity/Soul/Fairy Egg	MP: 5	Drops Defense with the power of earth. (All Enemies.)
Gravity	Holy/Mist/Fairy Egg	MP: 8	Use gravity to gather enemies together. (Some Enemies.)
Zap!	Chaos/Soul/Star/Dragon Egg	MP: 24	Attack by shooting ball lightning. (Some Enemies.)
Zap All	Chaos/Soul/Star/Dragon Egg	MP: 36	Lightning attack that burns all enemies. (All Enemies.)
GadZap	Soul/Dragon Egg	MP: 55	Attack with holy lightning from heaven. (One Enemy.)
DragonZap	Chaos/Dragon Egg	MP: 58	Attack with dragon lightning. (Enemy Line.)
Stram	Chaos/Soul/Star/Fairy Egg	MP: 6	Robs strength and drops enemy defense. (One Enemy.)
Crackle	Holy/Mist/Dragon Egg	MP: 16	Attack enemy with icicle knives. (One Enemy.)
Crackling	Holy/Mist/Dragon Egg	MP: 52	Attack enemies with diamond dust. (All Enemies.)
Fiora	Holy/Chaos/Gravity Egg	MP: 12	Magic symbol blocks enemy moves. (Some Enemies.)
Cold	Chaos/Gravity/Soul/Fairy Egg	MP: 7	Drops Movement with soul-chilling cold. (One Enemy.)
Freeze!	Chaos/Gravity/Soul/Fairy Egg	MP: 5	Drops Action with bone-chilling cold. (All Enemies.)
Cure	Holy/Mist/Star/Fairy Egg	MP: 4	Green power cures poison and paralysis. (One Ally.)
Poizn	Mist/Gravity/Soul Egg	MP: 15	Covers a range with a poisonous gel. (Some Enemies.)
Refresh	Holy/Mist/Fairy Egg	MP: 12	Natural harmony unblocks magic/moves. (One Ally.)
Speedy	Holy/Mist/Star/Fairy Egg	MP: 7	Forest life-force ups Movement ability. (One Ally.)
Craze	Gravity/Soul/Star/Fairy Egg	MP: 10	Confuse enemy by dropping spores. (Some Enemies.)
Halvah	Gravity/Soul/Fairy Egg	MP: 24	Cures all status abnormalities. (One Ally.)
BOOM!	Gravity/Star/Dragon Egg	MP: 22	Attack with an explosion. (Some Enemies.)
BA-BOOM!	Gravity/Dragon Egg	MP: 75	Attack with a huge explosion. (All Enemies.)
Meteor Strike	Star/Dragon Egg	MP: 50	Meteor strike from the sky. (One Enemy.)
WOW!	Holy/Gravity/Star/Fairy Egg	MP: 5	Ups Attack power. (One Ally.)

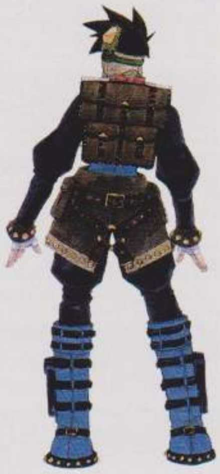
DEVELOPMENT SKETCHES

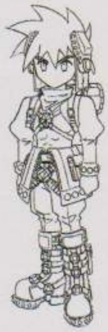
The following artwork was created by the brilliant Youshi Kanoe during the development of the game. Enjoy!

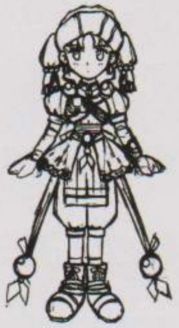

メインキャラクター 対比図

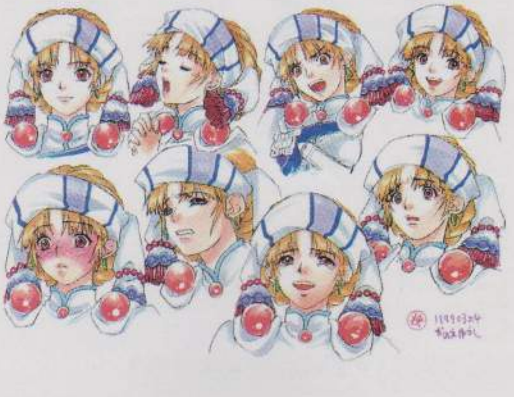


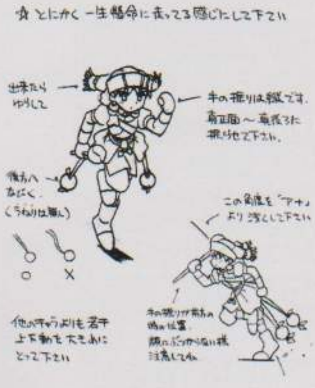


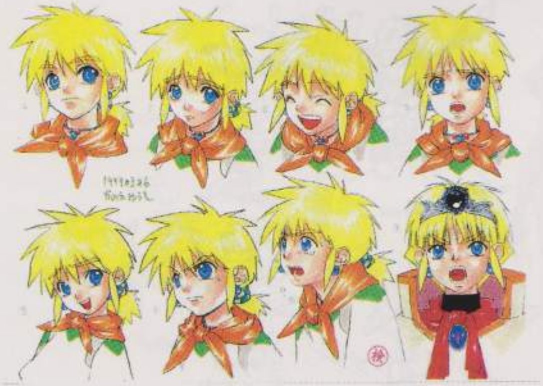


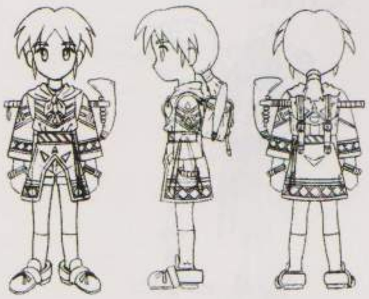


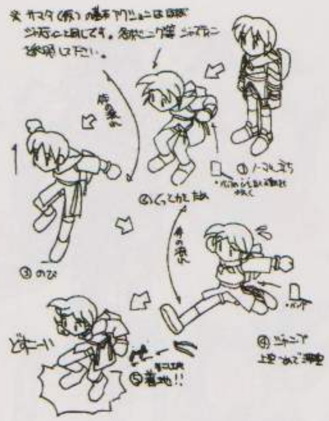


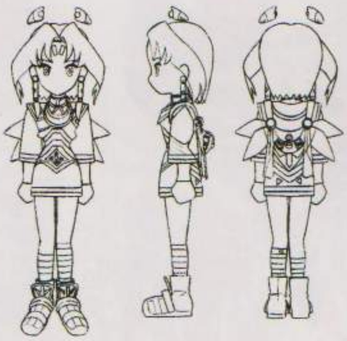


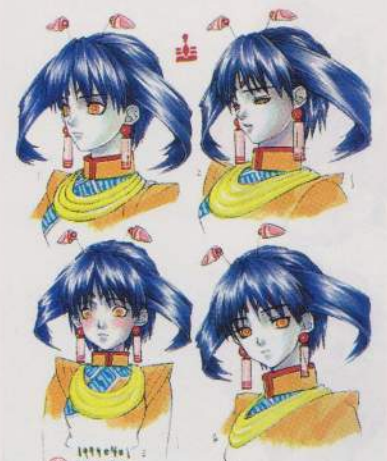

☆ とにかく一生懸命に走ってる感じにして下さい
出来たら ゆらして
手の振りは縦です。 真正面～真後ろに 振らせて下さい。
後方へ なびく (うねりは無し)
○
×
他のキャラよりも若干 上下動を大きめに とって下さい
この角度を「アナ」より深くして下さい
手の振りが前方の 時の位置。 顔にぶつからない様 注意してね

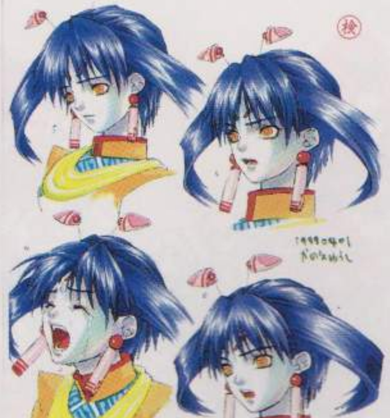


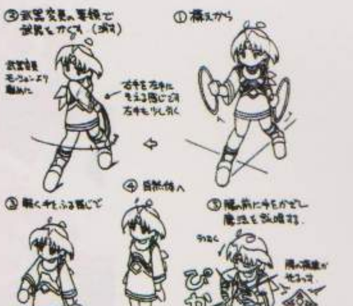


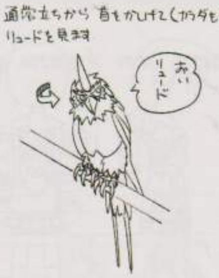

① ノーマル立ち
② ぐっと力をため
③ のび
どすーん
⑤ 着地!!

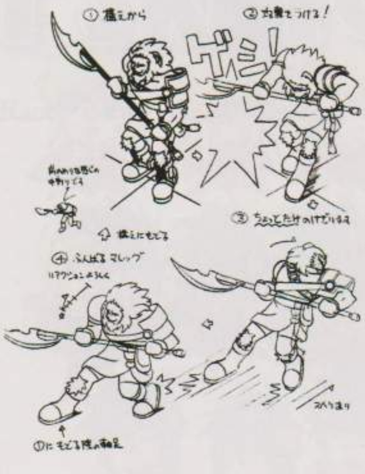


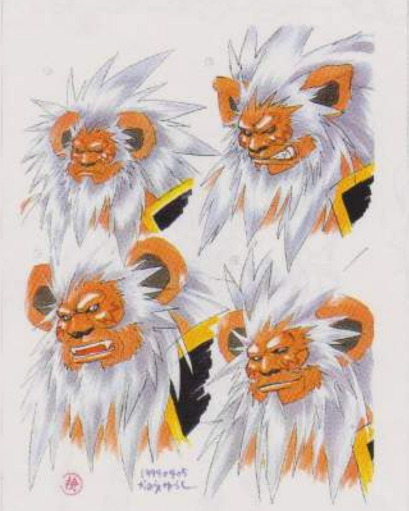


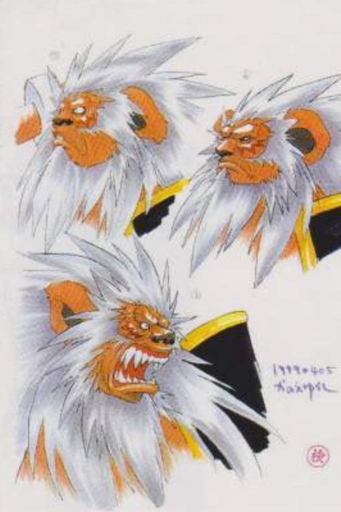


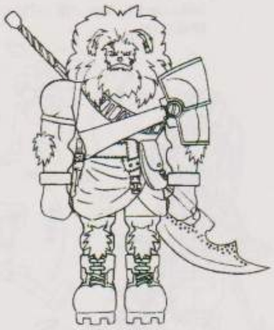

① 構えから
③ 軽く手をふる感じで
④ 自然体へ
ぴかー

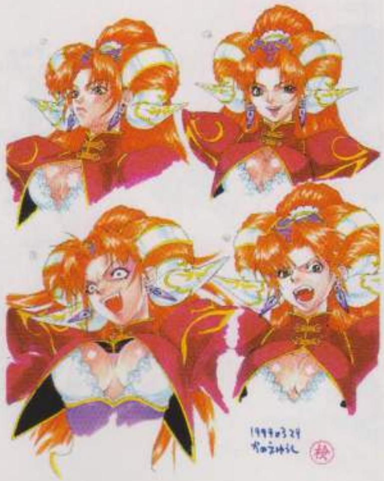

通常立ちから首をかしげて（カラダも動く）
リュードを見ます
おい
リュード

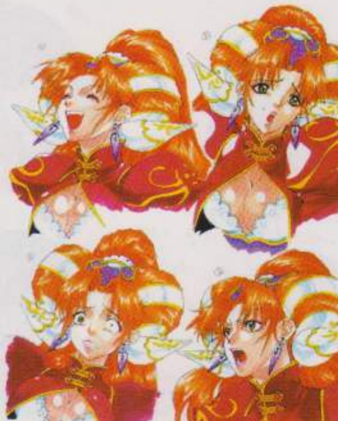

① 構えから
② 衝撃をうける!
ゲシ!
③ ちょっとだけのけぞります
構えにもどる
④ ふんばる マレッグ
リアクションよろしく
すべります
①にもどる時の軸足

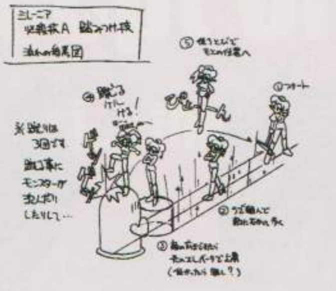

1999.04.05
かのえゆうし
検

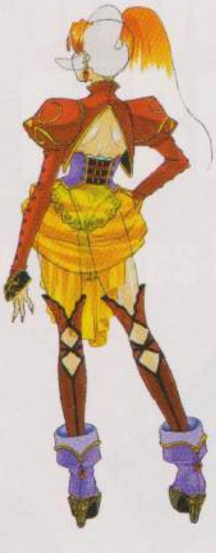

1999.04.05
かのえゆうし
検

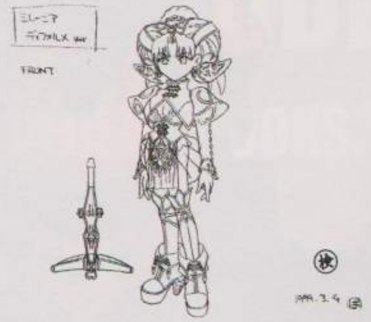


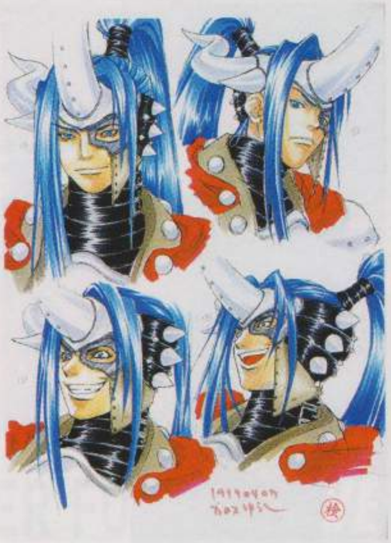

1999.03.24
かのえゆうし
検

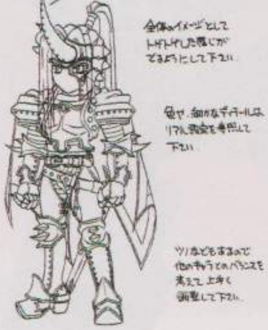

検
1999.03.29
かのえゆうし

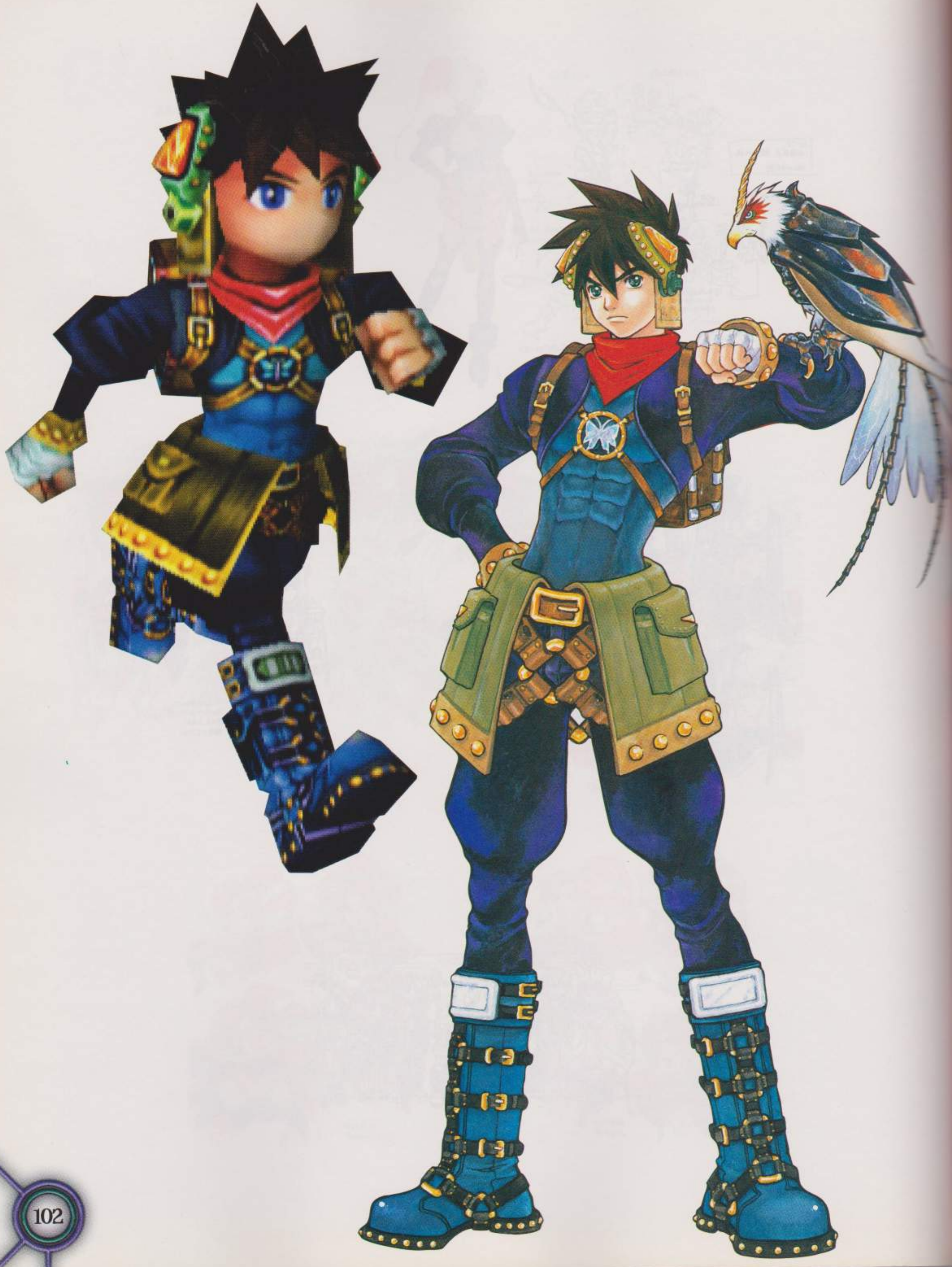

ミレーニア
必殺技A 踏みつけ技
流れの参考図
⑤ 横っとびで モンの位置へ
④ 踏る ケル ける!
ぴょ〜ん
① フォ〜ト
※踏りは 3回です
踏む事に モンスターが 浮し上がり したりして…
② うで組んで 胸をそらし 手く
③ 目の前にきたら モンエレベータで上昇 (動かったら 難し？)




ミレーニア
ディフォルメ ver
FRONT
検
1999.3.4


19990407
ガロス ゆうこ
検


このキャラはツノが重要です。
全体のイメージとして トゲトゲした感じが でるようにして下さい。
色や、細かなディテールは リアル設定を参照して 下さい
ツノなどもあるので 他のキャラとのバランスを 考えて上手く 調整して下さい。



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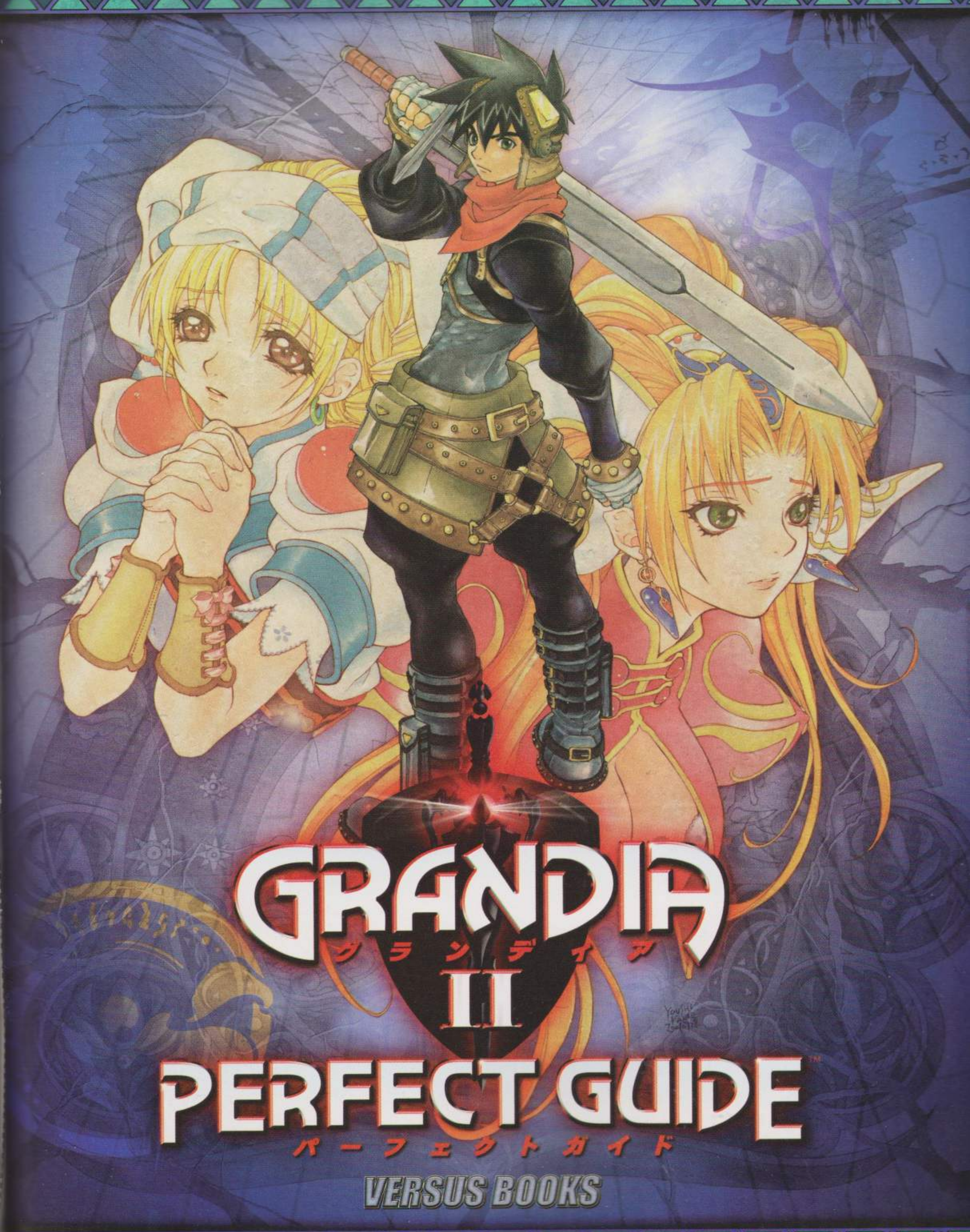

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